NINTENDO POWER™

January/February 1990
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#10

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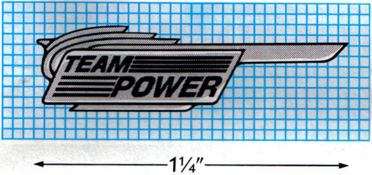
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NINTENDO POWER™

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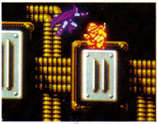

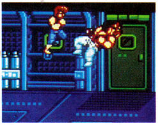

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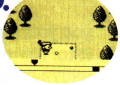

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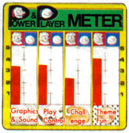
Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 on the righthand side of the meter.



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Players' Pulse

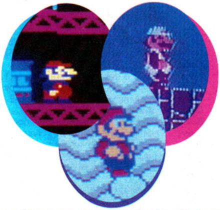
MAIL BOX

NOSE JOB?

I can't help but notice something interesting about Mario. Over the past couple of years his nose has dramatically changed shape. It used to be sharp and droopy in Donkey Kong, but now in Super Mario Bros. 2 it is more rounded and somewhat elevated. Has Mario, like many other successful superstars, had his nose "fixed" to improve his appearance?

Jim Jackman
St. Clair Shores, MI

As far as we know, Jim, Mario has not undergone cosmetic surgery. Many famous characters do undergo gradual changes as they get "older." For example, compare early drawings of Disney's Mickey Mouse with today's version!



CAREER OPPORTUNITIES

Game Counseling has always been interesting to me. I call the counselors for tips all the time and they seem like pretty cool guys. I was wondering, how do I become a Game Counselor? I'm a great player and I know lots of tips! Do you guys have any branch offices?

Dru Jordan
Miami, FL

First of all Dru, Nintendo doesn't have any branch offices. All of our Game Counselors work here at our corporate headquarters in Redmond, Washington. When we have openings for Game Counselors or other positions, these are advertised in Seattle metropolitan area newspapers. In addition to having a high school diploma and excellent phone and writing skills, each Game Counselor must be a whiz at video games. You also need to live a little closer to our headquarters . . .

STAY TUNED FOR THE REAL SCOOP

I recently read about Super Mario Bros. 3 and the Japanese Super Famicom in a competing magazine. I want to know why these things haven't been in Nintendo Power yet? Were you scooped on your own stuff?

Scott Tripp
Kennewick, WA

The reason these products have not made an appearance in Nintendo Power yet is because we focus on games that are out now or soon will be available for the American NES. Now that Super Mario Bros. 3 is closer to being released here in the U.S., you can expect to see a lot more about it in Nintendo Power. As for the Super Famicom, that system is not yet out in Japan. Another reason we do not review products too far in advance is because changes are sometimes made before the game is actually released. Our goal is to deliver information that is both timely and accurate.

YOU TOO CAN BE A POWER PLAYER

I'd like to know how to become a Power Player. I've sent in several lists of my accomplishments, but I never get my name in the magazine. What can I do?

Chuck Booton
Loveland, CO

Well Chuck, being a Power Player involves more than just finishing a lot of games. We'd like interesting stories that illustrate your Power Playing qualities or that tell why you think your achievements are special. You should also know that we receive thousands of entries, and can only print a few of them. But we do read and respond to every letter we receive, so keep 'em coming!

If you'd like to be a Power Player, or if you have a question of general interest that you want answered, write to:

Nintendo Power Player's Pulse
P.O. Box 97033
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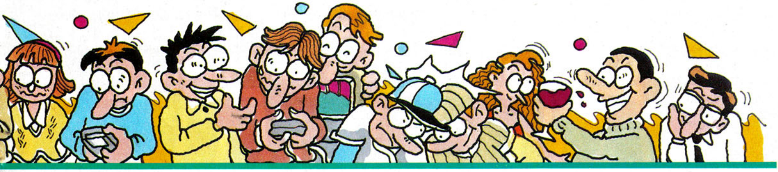


VIDEO SPOTLIGHT

I am a college student and a Power Player. Whenever I find myself swamped with research papers, tests and labs needing to be completed, I quickly call "time-out" and go for my NES. Playing my NES clears my mind so I can concentrate, it helps to get rid of stress and it keeps me from spending so much money at the arcade on campus. I have found the NES to be the next best thing to having an actual arcade game. My future goal is to become a Game Counselor, as is the goal of many Nintendo fans. I feel that I would make a good counselor because I enjoy helping people and I share the same feelings for video games as other Nintendo players.

Rodney Clay
Hephzibah, GA

I'm writing to inform you of a Nintendo standout here in northern California, my oldest son, Marty. Marty recently turned 11 and is the oldest of five brothers. Marty received Zelda II and worked on it only on the weekends, that's the rule around here. He needed one more item to move on to the final stages. Well, one day his younger brother pushed the wrong button and the rest is history. Marty was reluctant to start again, but within one day had zoomed back to where he was. After one phone call to your counselors, he won the game. Then he wanted to see how fast he could win it again. Forty two minutes later, he did it.

The amazing thing about Marty is he enjoys teaching the other kids on the block. Our house usually has at any given time a dozen or so neighbor boys in it. They all take turns and encourage one another to reach new heights of winning their games.

Marty is even patient with the little ones and tells them to "keep going" and "good job." Everyone looks up to Marty. He helps cultivate good sportsmanship, boosts self-esteem and has gained a lot of self-confidence and self-worth from the NES.

Kathy Kraham
Lodi, CA

POWER PLAYER PROFILE: Jeff Gilkey

Age: 16
City: Crocker, MO

The reason I feel I am a Power Player is I can usually solve any game that I get my hands on within five days. Some of my more outstanding accomplishments are: solving The Goonies 2 in one day, scoring over 3,000,000 in Mega Man and solving Super Mario Bros. 2 with 72 lives left over.

My friends at school call me Nintendoman because I can usually answer a question about a game whether I've played it or not, thanks to the time I spend reading Nintendo Power.

Blaster Master
Nintendo

My favorite game has to be The Legend of Zelda. The variety of enemies and helpful items make it a great challenge. And, with the Second Quest, I don't get bored doing the exact same thing over and over again.

Some of my best tips are:

—In Dragon Warrior, be patient and raise your levels before you go adventuring too far. There's no way to finish a game like this overnight; it takes time and thought.

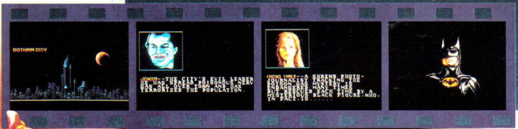
—In Stage Five of Blaster Master, when looking for the Monster Crab, don't leave your vehicle until you have to. Otherwise you may find that you have no way to get back to it.

A MADMAN HAS TAKEN OVER GOTHAM CITY AND ONLY ONE SOUL HAS THE POWER, THE WILL AND THE MEANS TO STOP HIM...

BATMAN™

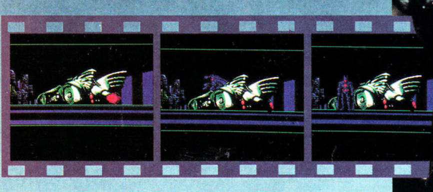
In the dark recesses above Gotham City™ there lurks a mysterious figure; a masked manhunter on a quest for vengeance. Hoodlums, crooks and thieves call this creature the Batman. With awesome agility and an arsenal of hi-tech gadgets, he has the skill to take on the evil underworld. Elsewhere, a sinister shell of a man, deformed by a chemical immersion, designs the demise of the city. On Gotham's 200th anniversary he plans to spread a paralyzing nerve gas, Smylex, and stop the citizens with a frozen smile. This Joker is an evil one. Batman has crossed paths with him before and they are destined to meet again.

TM



JOKER--THE CITY'S EVIL LEADER HE HAS SPREAD POISONOUS NERV GAS ALL OVER TOWN AND HAS TERRORIZED THE POPULATION.

VICKI VALE--A SHREWD PHOTO-JOURNALIST TRACKING THE POISON GAS MYSTERY IS ENDANGERED MANY TIMES BUT RESCUED EACH TIME BY A MYSTERIOUS BLACK FIGURE.WHO. IN FACT.IS......



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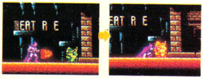
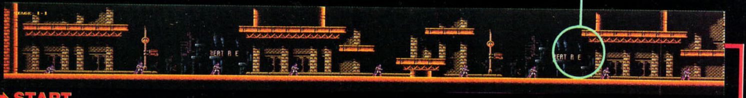
STAGE 1-1

BATMAN BEGINS HIS SEARCH FOR THE JOKER™

STOP AND GO

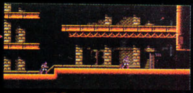
A Heatwave blasts the air with a fiery assault. Wait at the edge of the flames for the spark to go out and move in with fists flying.





➡ START

The streets of Gotham are nearly deserted. Only Batman and a few looters roam the night. Occasional lowlifes confront him, but Batman takes them out quickly and collects special items to use against more worthy opponents. Joker is out there somewhere and Batman will find him.

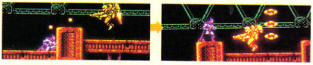


TO STAGE 1-2➡

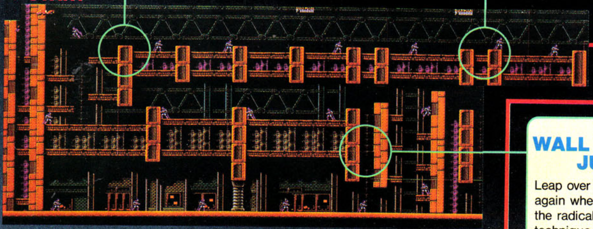
STAGE 1-2

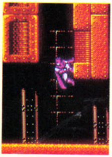
DUCK AND DIRK

Stay low and use the wide-shot of the Dirk to take down this flying fiend.



➡ START





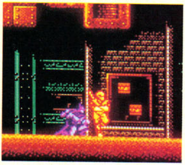
WALL JUMP

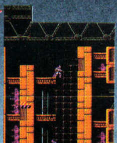
Leap over to the wall and Jump again when you hit it to execute the radical Wall Jump climbing technique.

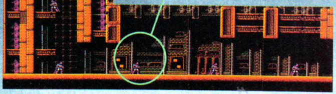
Climbing the steel skeleton of an abandoned construction site, Batman encounters some of Joker's goons. He'll have to pull out a few tricks to get through this mess.

AMBUSH!

Run up to K.G. Beast and catch him off guard before he can attack with his sword.



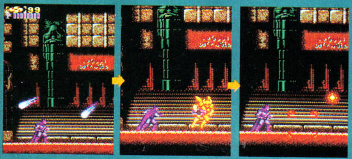




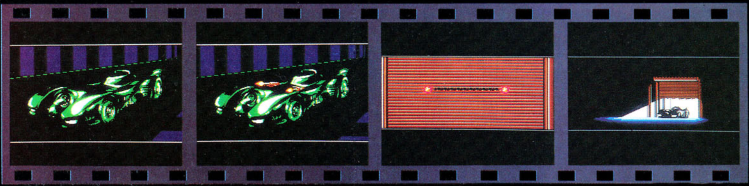
TO STAGE 1-3➡

STAGE 1-3 (Moth Stage)

Killer Moth flys over Gotham City Hall. This freak, sent by Joker to destroy the Batman tosses fireballs but there are safe spots on the sides. Wait until he swoops down and toast him with the Dirk.

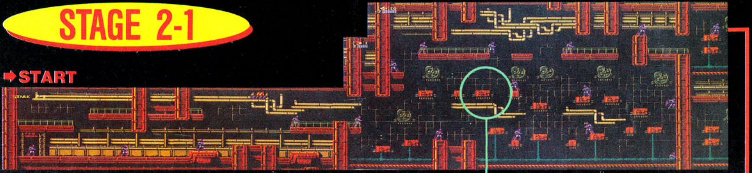


BATMAN BREAKS INTO AXIS CHEMICAL



STAGE 2-1

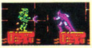
➡START

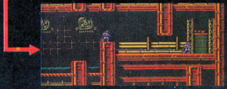


The Axis Chemical Factory is where Batman and the Joker (then known as Jack Napier) met last and where Joker made his plunge into a vat of hideous chemicals. Now it serves as a hideout and nerve center for the Joker's Smylex production. Joker's thugs are everywhere and Pools of Gluk, a nerve gas by-product, line the floors.

BATARANG REACH!

Batman's flying wing hits the enemy once going out and once coming back.





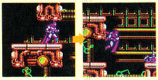
TO STAGE 2-2 ➡

STAGE 2-2

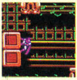
Deadly electric coils, the power source for Axis Chemical, make Batman's advance difficult but, he charges on. With precise movements and delicate balance, Batman climbs to the top and fights the automatic security force.

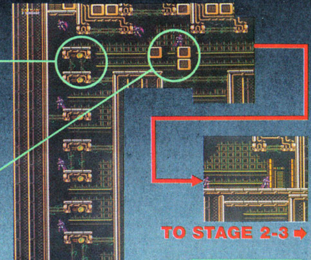
ADVANCED WALL JUMP

To avoid a shock here, drop down, grab the left wall and jump to the right.



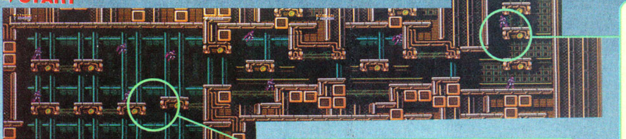
Grab the wall and jump over the gap.





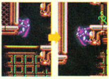
TO STAGE 2-3 ➡

➡START



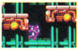
FREE FALL

Wall Jumping takes some precision. Drop for a moment and grab the wall when the time is right.



SHORT CUT

Grasp onto the left platform and Wall Jump up to save some time.

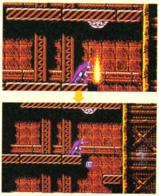


STAGE 2-3

The chemical processing plant gears are sharp and powerful. Batman must ride the conveyors and avoid contact with this deadly machinery. The factory's nerve center is nearby and Batman could be close to stopping the production of Smylex. His search for the master criminal, though, is far from over.

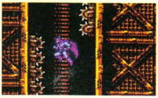
RECHARGE!

The Bombs of Drop Claw become items when punched. Collect the items when three appear.

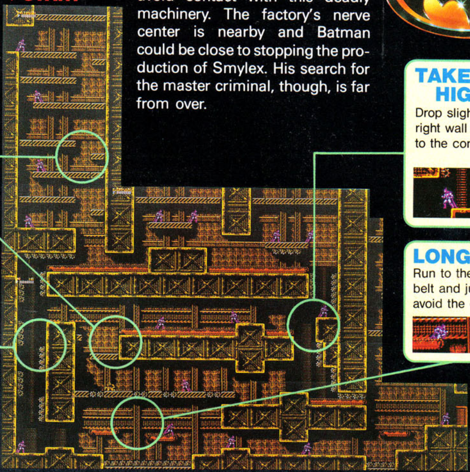


STAY CENTERED

Fall between the lethal gears.



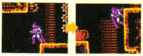
➡ START



➡ TO STAGE 2-4

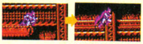
TAKE THE HIGH ROAD

Drop slightly, grab the right wall and jump up to the conveyor belt.



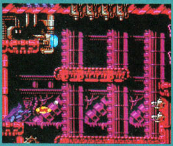
LONG JUMP

Run to the edge of the belt and jump lightly to avoid the gears.

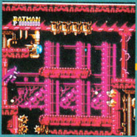


STAGE 2-4 (M.I.S. Stage)

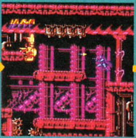
There are three parts of the Machine Intelligence System that Batman must destroy to deactivate the factory's main power. The dual cannon is his first target. Several shots from the Dirk or Gun should stop it from giving Batman any more trouble. The Electric Current Controller on the left is next. By standing on the platform to the right, Batman will have a clean shot at his target. This will give him access to the Nerve Center. Batman can only harm this powerful device by punching the panel just above the blue light. Joker designed this equipment to last.



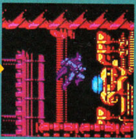
Duck to avoid high shots.



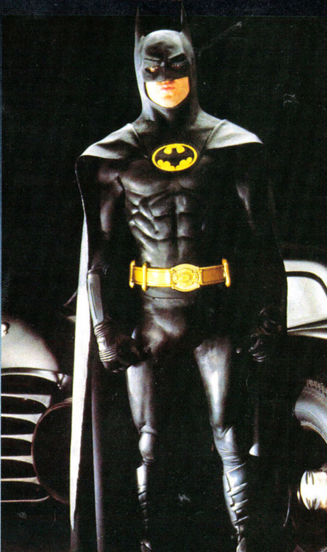
Jump and fire when the low cannon shoots.



Destroy the Current Controller.

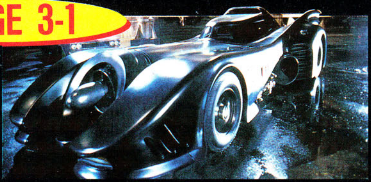


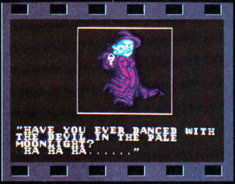
Pulverize the panel.



JOKER IS ON THE RUN!

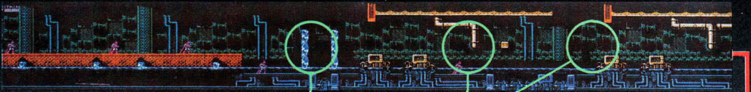
STAGE 3-1





"HAVE YOU EVER DANCED WITH THE DEVIL IN THE PALE MOONLIGHT? HA HA HA......"

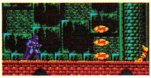
➡ START

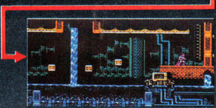


An underground conduit below the factory links Axis Chemical with Joker's other hideout. This could be where he has gone. One of Joker's strongest creations, the Jader, waits to leap on Batman from the shadows here.

SURPRISE JADER

Advance slowly and fire three times when you get a glimpse of Jader.





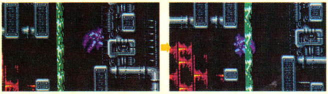
TO STAGE 3-2 ➡

STAGE 3-2

The maze of pipes and electric lines runs deep into the ground. A few traps have been set to keep Batman off the trail but the dangerous industrial equipment is enough to make this area a hazard. The Joker must have made his escape some other way.

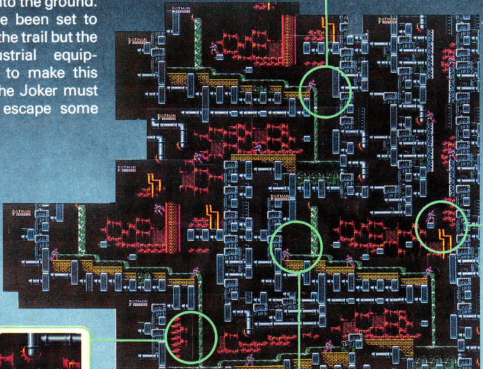
AVOID THE BLADES

Fall to the right and land on a safe platform.



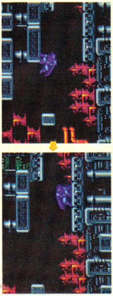
➡ START

⬆ TO STAGE 3-3



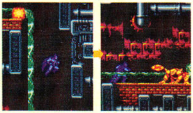
WALL JUMP

It's up and out from here.



DON'T LEAVE THE PATH

The passage to the left is a dead end. Move down and right.

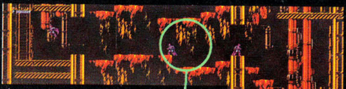


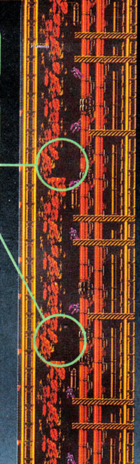
RESTORE LIFE

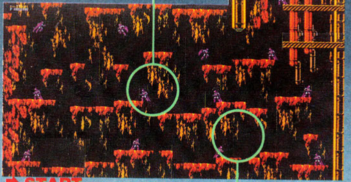
Punch the bombs, collect the items after three appear and wait for life filling Hearts.

STAGE 3-3

The underground cavern is heavily guarded by Joker's men and the EEV, small tanks with powerful canons.



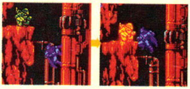




APPROACH THE EEV SLOWLY

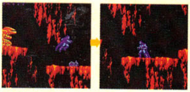
PUNCH IN THE AIR

Plan your jumps carefully and attack Heatwave when his guard is down.



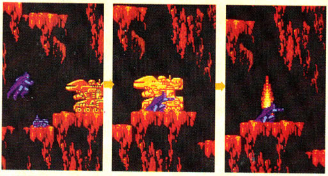
ELUDE THE EEV

When you see this tank, run to the right and double back slowly. It may be gone when you return.



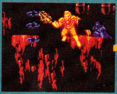
CLOSE IN QUICKLY AND ATTACK

Don't hesitate when you see this tank. Move in on it and start punching. You may take some damage, but this is the best way to beat it.

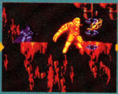


STAGE 3-4 (VO.H Stage)

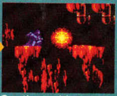
The Electrocutioner is the strongest warrior on Earth. He transmits a high voltage beam from his arm which you should avoid at all costs. When you enter the chamber, jump to the platforms above and stay on the same side of the room as your enemy. Facing the center, let loose a flurry of punches when he jumps to the other side. Follow him over and repeat the process until he is gone.



Stay on the same side as your enemy.



Punch him as he jumps and follow.



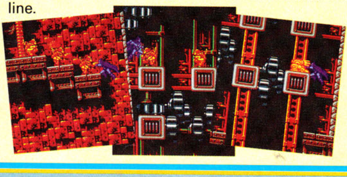
Continue this maneuver and watch your step!

STAGE 4 The Laboratory

The Joker's alternate hideout is a deserted laboratory in the outskirts of Gotham. The madman has flown the coop but there are plenty of foes to keep Batman busy.

STAGE 5 The Confrontation

In the Gotham City Cathedral, Batman finally tracks down the Joker. This could be the justice he's been looking for. This is the end of the line.



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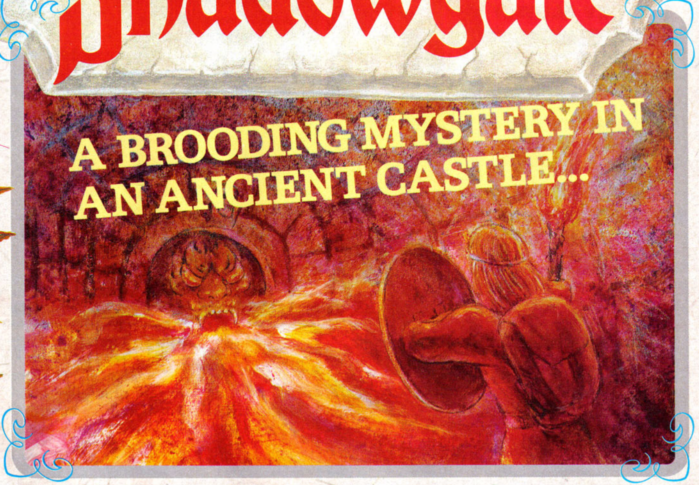
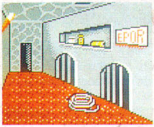
Shadowgate™

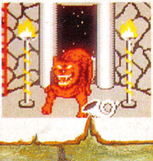


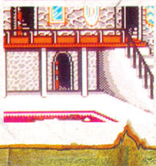
A BROODING MYSTERY IN AN ANCIENT CASTLE...

FROM THE WORLD OF PCs

The boundaries of your NES will open wide with Shadowgate—a PC-type mystery/adventure. Here the action takes place in your own imagination, aided by bold graphics and a unique cursor-guided selection screen. From the moment you stand before the gate of the castle, to the final struggle against the dark power of the Warlocklord, your fate will be decided by the choices you make. It is not an easy task. The land of Tarkus has been overrun by the ghoulish servants of the Warlocklord. His chief stronghold is the most ancient castle in the land—Shadowgate. Only a member of the fading line of kings can hope to enter Shadowgate and challenge the power that dwells there.



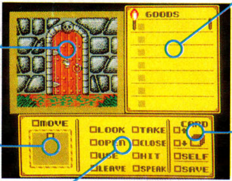




LEARN THE COMMANDS

The pointing finger indicates commands and where to move.

All choices are made from the Main Command Screen shown below. Select commands, view the inventory of items and point to places or things on the screen.



MAIN SCREEN

The scene shown is your location. There may be objects, doors and enemies, some of which you can act upon.

MOVEMENT

Move from one room to another by selecting Move then pointing to a door on the Main Screen or a square on the Move Screen.

COMMANDS

Take objects, Use them, Open doors, Look at things in the chamber, Hit enemies or Speak to them. Indicate which Command you want and an on-screen message will cue you from there.

ITEMS

Everything you collect is shown here. Weapons, potions, tools, spells, all are indicated and can be used or discarded.

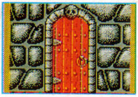
EXTRA ITEMS

There are too many items to show on one screen as you progress in the game. By selecting Card up or down you see more items listed.

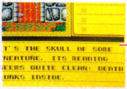
ENTERING THE CASTLE

LOOK FOR ITEMS TO TAKE

You begin the adventure outside, a closed door before you. Look closely at everything, because you never know what might be useful. After examining the scene, try some commands. Hidden items can be found everywhere!

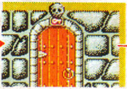


The first door will open without a key.

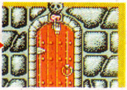


T'S THE SKULL OF SOME
REATURE. ITS MEANING
EEMS QUITE CLEAR: DEATH
URKS INSIDE.

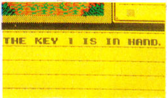
Look at the Skull.



Open it up.



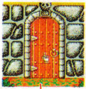
Take the key.



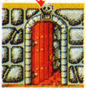
THE KEY 1 IS IN HAND.

Key 1 is now yours to use later in the game.

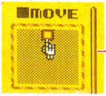
MOVING INTO THE CASTLE



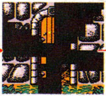
Once you have the key there's no point in standing about in the cold. Select the Open option and the door will open. With the Move Command you then enter Shadowgate. Once inside, a description appears. Read it carefully.



Open the door.



Select the Move option.



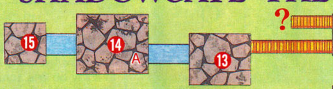
A dizzying spiral screen switch.

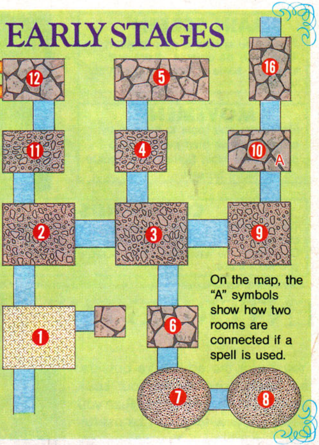
STEP INSIDE, THE QUEST BEGINS.

EXPLORING THE FIRST CHAMBERS

The ancient castle is a honeycomb of rooms and halls and secret passages. This review covers the first areas, but there are many more. If you learn the basic strategies, however, the puzzles that follow will be a bit easier. Be sure to make a map as you go along, and write down clues.

SHADOWGATE-THE EARLY STAGES

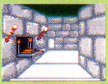




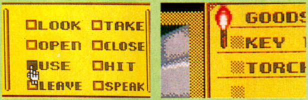
On the map, the "A" symbols show how two rooms are connected if a spell is used.

ALWAYS KEEP A TORCH LIT

The servants of the Warlocklord need no light to see you, but you need a light to see them. Take torches as you find them. When the music changes, quickly light a new torch.

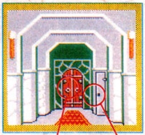


Take the torches from the wall.



Light a torch by selecting Use then pointing to a torch on your item list.

TAKE KEY 2 FROM BOOK



USE KEY 1 HERE

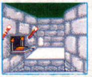
USE KEY 2 HERE

❶ THE MAIN HALL

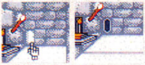
Here you find a long hallway with two doors, both of them locked. Take the torches then try your key. Only the far door will open. For now, move ahead into the next corridor.

❷ STONE HALLWAY

The niche on the left contains an ancient book, long left untouched. Two torches burn above it. At the far end, the hallway jogs to the right. You should also note the oval stone at the end of the hall. When a stone is a different color or shape, it sometimes means that it conceals a secret. In this case, if you hit the stone a hole is revealed in the wall.

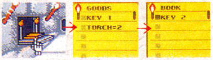


If you take the book you won't go far.

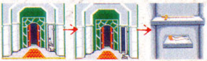


Select the Hit command and point at the oval stone.

TAKE KEY 2



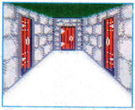
Open the book, then take Key 2 from the list where it appears.



With Key 2, return to the locked door in the first hallway.

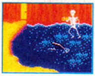
❸ HALL OF THREE DOORS

Now the possibilities begin to open wide. Each of these doors leads to a different set of rooms and puzzles. You'll have to explore each one thoroughly, collecting items and weapons.



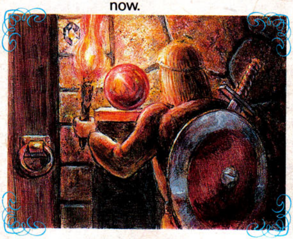
None of the doors are locked, so open them and take a look.

FINDING THE CRYSTAL BALL



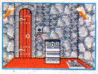
❻ LAKE CAVERN

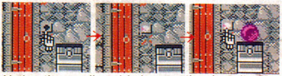
The subterranean lake is home to a skeleton . . . and a shark. Leave the key for now.



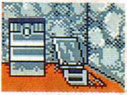
❹ THE CRYSTAL BALL

Somewhere in this small chamber is a magical crystal ball. Look for it by using your items.





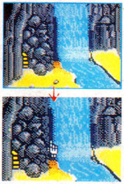
Notice the small oval hole near the door. It looks like a keyhole, but isn't. If you place the white gem here, the crystal will appear.

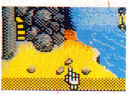


Whatever you do, don't go down the trap door ladder.

❼ WATERFALL CAVE

The waterfall conceals a secret room and a prize inside it. You should also pick up the scattered stones for use with the sling.

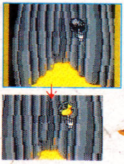


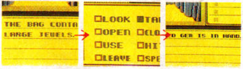


Without the stones your sling is useless, so with the Take command, collect them all.

❽ BEHIND THE WATERFALL

The stoney cave has one prominent rock balanced precariously on a ledge. Somehow you must move the boulder to find what's behind it.





THE BAG CONTA
LARGE JEWELS.

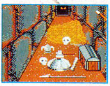
☐LOOK ■TA
☐OPEN ☐CLO
☐USE ☐HI
☐LEAVE ☐SPE

D GEM IS IN HAND.

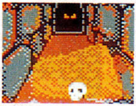
Open the bag and take the gems.

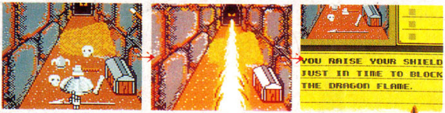
DRAGON BREATH

❺ A DEAD END



Dragons jealously guard their hordes of treasure. First, take the shield. It will protect you from the dragon's flaming breath. With the shield in hand, pick up the other hammer, which was once the property of an adventurer less clever and lucky than yourself.





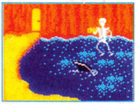
YOU RAISE YOUR SHIELD
JUST IN TIME TO BLOCK
THE DRAGON FLAME.

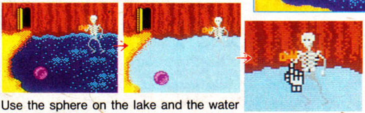
Instinctively you'll raise the the shield for protection from the fire.

SKELETON'S KEY

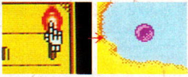
❻ LAKE CAVERN

Back in the cave with the lake, you must somehow cross the shark infested water.





Use the sphere on the lake and the water will freeze solid, which easily allows you to take the skeleton's key. Luckily, the ice also keeps the shark away.



Reclaim the crystal ball by using the burning torch on the ice.

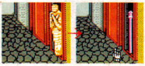
HORROR FROM THE PAST

❾ THE CRYPT

Here in the gloom is the final resting place of kings and queens.

RIGHT FRONT

Open the coffin and behold the mummy within. Now burn the mummy and take the scepter. He won't need it anymore.



Although it's not very respectful, burn the mummy.

RIGHT REAR

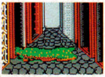
This empty coffin holds only a bag with copper coins. Take them.

LEFT FRONT

Prepare for a nasty shock. Inside this coffin is a Banshee that flies out!

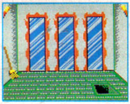
LEFT REAR

Green slime spills out on the floor if you open this coffin. Stay clear of this foul stuff.

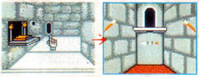


❿ ROOM OF MIRRORS

Here you will find three mirrors and a broom. Behind one of the mirrors lies the rest of Shadowgate.

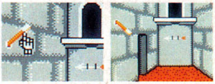


SECRET PASSAGEWAYS



⓫ ARROW ROOM

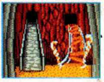
This secret room has an arrow mounted on the front wall and two torches. It looks like a dead end.



With the Use command move the lefthand torch and a door opens.

⓬ ROOM OF BRIDGES

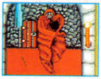
The bridge on the right is terribly rickety. One step and you'll ruin it. Later, with some help, you'll be able to use it, but for now move to the bridge on the left, which is strong enough to bear your weight (perhaps later on you will become lighter as you delve deeper into the mysteries.)

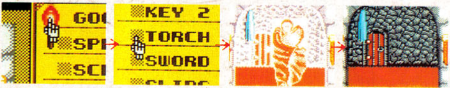


The easy way is not always the best, but this time it is the only choice.

⑬ THE WRAITH'S CHAMBER

Swords, slings and spears will not avail you against this apparition. Only a special flame will remove it from your path.



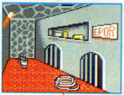


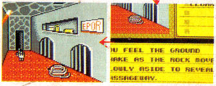
Use a lit torch on the magic torch which you found near the book. Once the Wraith is burned, be sure to collect the hanging cloak.

LEARN THE SPELL

⑩ ROPE ROOM

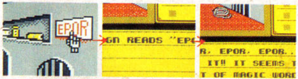
Much is stored in this room: a scroll, coil of rope, strange bottles, and there is a sign on the wall that reads EPOR.





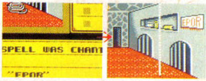
U FEEL THE GROUND
HAKE AS THE ROCK MOVE
LOWLY ASIDE TO REVEAL
ASSAGEWAY.

Take the two bottles from the shelf for use in the future.



GN READS "EP
R, EPOR, EPOR. .
IT!! IT SEEMS T
T OF MAGIC WORD

Look at the EPOR sign twice to learn the spell of EPOR which raises the rope through the hole.

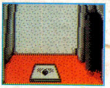


SPELL WAS CHANT
"EPOR"

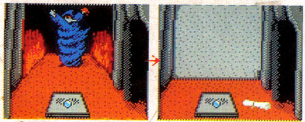
Using Move, climb up the rope to the room of mirrors.

⑮ MAGICIAN'S ROOM

Here you find a room with a pattern on the floor with an oval indentation.



Put the Blue Gem in the indentation in the floor.

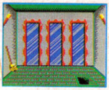


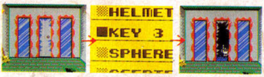
Setting the gem in the floor summons the magician. He will leave a scroll with you, then vanish.

BRIDGE OF FIRE

⑩ ROOM OF MIRRORS

You must pass through the middle mirror on your quest.

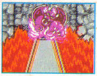




Use the hammer to shatter the middle mirror. Now unlock the door using Key 3.

⑯ FIRE BRIDGE

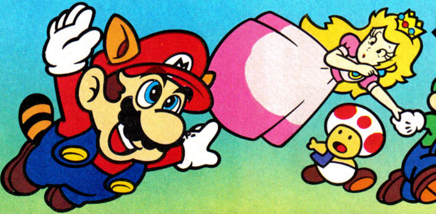
The flames are too hot to bear unless you are wearing some protective clothing.



From here on, the choices are yours. Make them wisely.

DEADLY PERIL
LIES AHEAD!!

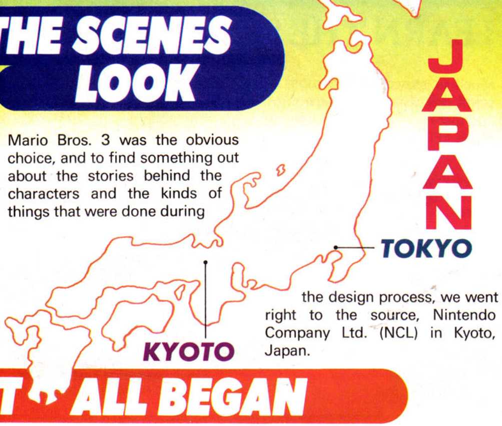
THE MAKING OF SUPER



A BEHIND THE SCENES LOOK

Video games combine the best aspects of cartoon animation and computer programming to create a magical world of entertainment. As the result of a mix of two rather diverse fields, it requires the talents of many people to produce a video game.

Based on the number of letters and game ideas we receive here at Nintendo, we know that many fans are interested in knowing about how video games are created. So we decided to find out a little more about what is involved in designing a game ourselves. Super Mario Bros. 3 was the obvious choice, and to find something out about the stories behind the characters and the kinds of things that were done during the design process, we went right to the source, Nintendo Company Ltd. (NCL) in Kyoto, Japan.



WHERE IT ALL BEGAN

Design work and programming on almost all games developed by Nintendo is done by the staff of NCL's Research and Development Departments (some are also done by independent software companies like Rare). Each of Nintendo's R & D "teams" competes to come up with the best ideas. And each team member works hard to make sure his or her own contributions find their way into the final program.

We interviewed Mr. Shigeru Miyamoto, project head in charge of development on SMB 3. He was intensely involved with the game at the very beginning idea stages and then at the end in the final polishing of the concept. Throughout he offered the other programmers and designers helpful advice, ideas and guidance. He was happy to take time out of his busy schedule to give us some inside information on SMB 3.

MARIO BROS. 3™

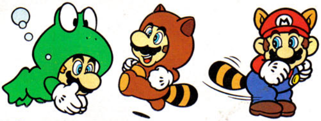
A NEW LOOK FOR MARIO

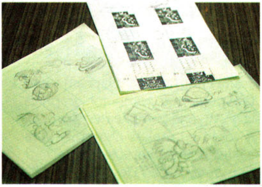
Designing a game in the Super Mario Bros. series is certainly different than creating one based on all new characters, but it is just as challenging. The difficult task is to make familiar characters seem fresh.

In each of the previous SMB games, Mario gained new power-ups. So in SMB 3, Mr. Miyamoto and the other designers wanted to invent yet another new, interesting way for Mario to power-up. Their initial ideas tended toward having Mario turn into some sort of creature. A concept that was rejected was having Mario power-up as a Centaur (half man, half horse). The idea that they finally settled on was to give Mario a tail and the ability of flight. Their first tail concept, that of a Racoon tail, was the one that finally stuck.

"I'm sorry to say there isn't a funny story behind why we chose the Racoon tail," Miyamoto remarked. "We thought the Racoon tail worked best from a practical point of view and it fit right in with Mario's style. It also created some great new game play possibilities."

NEW ENEMIES!





The most important new enemies created for SMB 3 were Bowser's children. Each was given a unique look and personality. You can see from the sketches how one of these Koopa brats developed.

Another new creature that is one of Miyamoto's personal favorites is the chained "dog" (Chain Chomper) that first appears in the Sky World. "This is a strange enemy because it is chained and can't get at Mario, which probably accounts for its vicious behavior," Miyamoto said. As for the inspiration behind this mean character, Miyamoto mentions that he did have a "bad experience" with a dog when he was young . . .

Some of the familiar enemy characters from the previous SMB games were also included, but some were changed slightly. Winged Goombas, Giant Koopas, new species of Piranha Flowers and additional members of the Hammer Brother family were all created to add spice to old familiar stand-bys.

Mr. Miyamoto has hundreds of partial game ideas in his head at all times. "Chatting with the other designers on a casual basis helps me bring my ideas together," he commented. "Also, ideas can come together at any time, even in the middle of a hot bath!" (That must be the inspiration for the difficult water worlds in SMB 3—they really put Mario in hot water!).

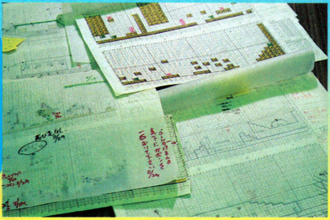
TM Nintendo of America Inc.

THE MAKING OF SUPER MARIO BROS. 3

PLANNING GAME PLAY

Once a collection of ideas has been assembled, the game must be plotted out in it's entirety. According to Mr. Miyamoto, "The general plan for SMB 3 was to make it a game that players of all skill levels could enjoy."

To do this, the planners put plenty of bonus coins and 1-Ups in the early worlds of the game to help beginners. The later worlds, however, contain some of the toughest game play challenges of any video game. In the two player mode, turns are taken from world to world, making for an equal amount of playing time for both players.

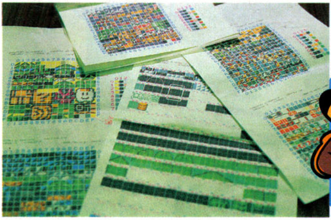


After a general plan has been made, each scene must be laid out in minute detail. Even the simplest action by Mario may set into motion many reactions. For example, when Mario hits a breakable brick, the exact movement of all the pieces of the brick must be mapped out. Points gained and sound effects must also be considered. The photo to the left shows the kind of drawings done for the final scene with Bowser. Because of the detailed drawings needed, the guys who do these designs must be skilled artists.

BG PLANNING SHEET
MEMO

PROGRAMMING

Translating all the diagrams and drawings into computer graphics is a long and complicated process. A tool that makes this procedure easier is the Character Generator Computer Aided Design (CGCAD) machine. Using this computer, designers can create "character banks" which contain the graphic shapes used to draw images during game play. Each shape is given a number which the NES can use to access the shape and combine it into a complete image. A NES game program consists entirely of numerical data strings for doing the graphics of a game. Since the look and feel of the game is determined by the shapes in the "character banks," they must be designed and used very carefully.



Here, Mr. Tezuka, a director and planner of SMB 3, works on a CGCAD machine to design a picture of Mario.

Mr. Nakago, coding director on SMB 3, works with another programmer.

Mr. Kondo lays down some tunes for a future Nintendo game. He composed the music for SMB 3.

GAME DESIGNER PROFILE: SHIGERU MIYAMOTO

Shigeru Miyamoto, or "Dr." Miyamoto as he's known to his fans, has been involved in the video game industry since 1977, when he started working at Nintendo Company Ltd. designing characters and art work for arcade games. The first game he actually directed design and art work on was Donkey Kong in 1980. As everyone knows this was the big hit that brought Nintendo into world prominence—quite a good first outing.

Since then, Miyamoto has had a hand in just about every hit game from Nintendo. He is in charge of directing the development of the Super Mario Bros. series, and he also worked on design and development of the Zelda series.

A typical working day for Mr. Miyamoto starts at a flexible time in the morning and sometimes lasts until the wee hours of the morning. During a typical day he will check on the six or seven software projects for which he is supervising the development. He also spends a lot of time traveling around and meeting people in other creative fields to get inspiration for game ideas.

Among Miyamoto's current projects are planning games for the Super Famicom (like Super Mario Bros. 4 and Zelda 3). He is also working with Shigesato Itoi, another famous Japanese copy writer on a role playing game set in modern times that will probably be available for the NES next year.

Miyamoto enjoys his job and says he has always wanted to design games. He has a B.A. in Industrial Design from Kanazawa Municipal College of Arts and Crafts. He makes his home in Kyoto with his wife and two children, a son age 4 and daughter age 2. When he's not busy designing games, he likes to listen to music and play bluegrass. He also collects musical instruments, and owns two guitars, a banjo and a mandolin among others.

As the designer of so many popular games, Miyamoto has gained quite a bit of fame in Japan, although you wouldn't know it from him. "I'm not all that famous, but people do write and ask me for photos for their kids," he says modestly.

When asked for his advice to aspiring game designers, Mr. Miyamoto had these words of wisdom: "It's one thing to design games based on established characters, but the key to success in designing games is to try and create your own interesting and original game play ideas. Keeping in touch with other areas of popular culture will help you come up with more innovative ideas. Also, understanding assembly language inside and out is essential for game programming."

Miyamoto has visited the United States three times, and says he has seen a lot of originality in this country, especially in the area of music. In 1987, he and his team toured Disneyworld, San Francisco and New York City in search of inspiration. On his next trip, he told us he'd like to visit Nashville. (We can only wonder what kind of games that trip would inspire).

CONCLUSION

Even this short look behind the scenes shows the enormous amount of work it takes to produce a video game. The team that produced Super Mario Bros. 3 consisted of over ten people, and they worked on the game over a two year span. In all though, the time and effort was well worth it and the final product is something they are all happy with.

"We are especially proud of the magical wonderland we created in SMB 3, and the dastardly, fascinating and repulsive enemy characters that live in it," Mr. Miyamoto said.

We can't wait to see what he has in store for the NES in the future!

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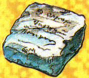
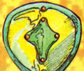
Continued from last issue—the adventures of Willow!

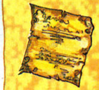
MAGIC ITEMS AND WEAPONS



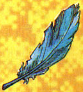
Fleet Spell
If you get lost in a castle, use this spell.



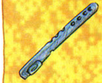
Metal Shield
Yet another shield for Willow to use.



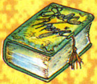
Bombard
Causes a magical earthquake.



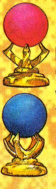
Terstorm
The Demon's Feather invokes a windstorm.



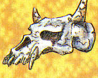
Zhena's Cross Flute
Be sure to have this flute before you fight Muzh.



Renew
A spell of mysterious quality.



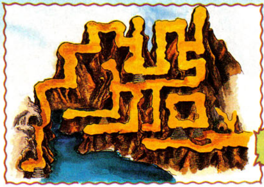
Red and Blue Crystals
Willow must unite these Crystals to create a powerful force of good.



Specter
This demon's bone turns man into monster.

EXPLORE THE ROCKY MOUNTAINS

These menacing mountains are riddled with caverns and tunnels. Many valuable items were hidden in these caves by those fleeing from Bavmorda's conquering armies. Much of the rest of Willow's quest will take place in these mountains.



Rocky Mountains

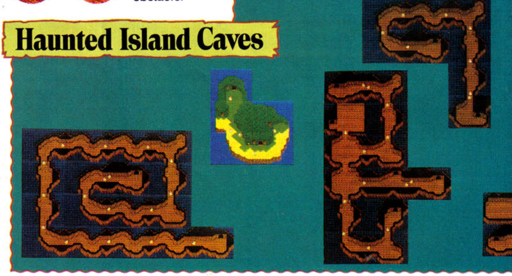
Willow can return Fin Raziel to human form when he's reached the thirteenth level of experience.

By the time Willow obtains the Spirit's Crest, Sorsha will be looking elsewhere for Madmartigan.

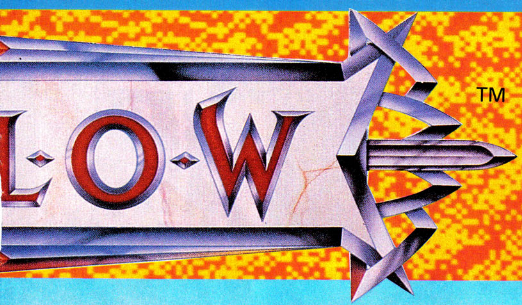
HAUNTED ISLAND CAVES—TWO TOWERS

The creatures in the Island Caves are deadly. Take the Dragon Scales to Dew's Blacksmith; he'll make the Dragon Sword for Willow.

Eerie and haunted, the Island Caves are a difficult obstacle.



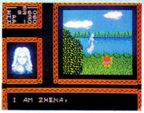
Haunted Island Caves



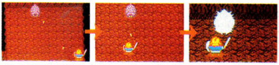
Willow has roamed far from his hometown, met strange characters and acquired powerful magic items. But he has much more to discover!

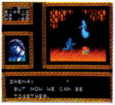
THE TRAGIC STORY OF ZHENA AND MUZH

Bavmorda has done some cruel things, but one of the worst was the curse she placed on the lovers Zhena and Muzh. Muzh was turned into a monster and Zhena, unable to find him, pined away until she died.


I AM ZHENA,

As a ghost, Zhena sadly searches the Haunted Islands for her lost love.

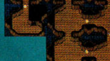

To break the curse on Muzh, Willow must crack the shell concealing the man. Make sure you have the Flute before you go up against Muzh.

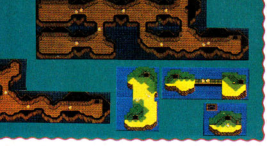

ZHENA:
BUT NOW WE CAN BE TOGETHER.

Zhena and Muzh are finally happy. The path to the Twin Towers is open.

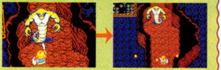
SECURE THE SPIRIT'S CREST!

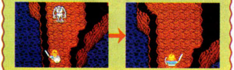
Elora Danan, Fin Raziel's prophesized Queen of peace, can only fulfill her destiny if Willow defeats Bavmorda. To do so, he must get the Spirit's Crest.


Elora Danan will give Willow the Spirit's Crest when the Crystals are united.

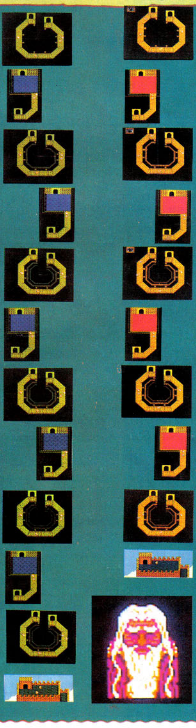


Fighting Tips


Speed is important against the Snakeman. Rush in and strike, but be ready to retreat when he fires.

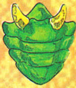

In these advanced levels, Zombies are plentiful. It's best to flee from them.

The Twin Sacred Towers

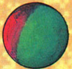


ITEMS!

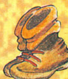
Thunder
The mightiest spell, it will destroy almost any enemy.



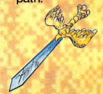
Tail Shield
A strong shield made from a monster's tail.



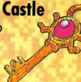
Heal Ball
This magical orb contains great healing power.



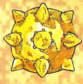
Witch's Shoes
Wearing these allows Willow to walk on a cursed path.



Wing Sword
A splendid weapon from Adik of the Eagle Clan.

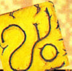


Key of the Castle
It is needed to freely explore Nockmaar Castle.

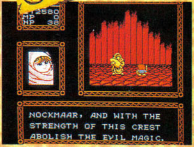


Fury Shield
It's said to carry a curse, but it offers good protection.

Spirit's Crest



Willow must keep this powerful Artifact out of Bavmorda's evil clutches.

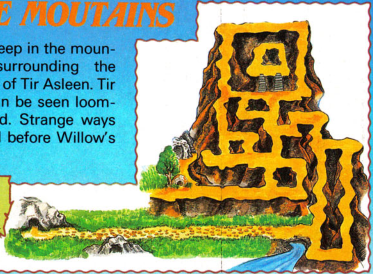


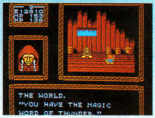
NOCKMAAR, AND WITH THE
STRENGTH OF THIS CREST
ABOLISH THE EVIL MAGIC.

TIR ASLEEN RISES ABOVE THE MOUTAINS

Willow is now deep in the mountainous land surrounding the mythical country of Tir Asleen. Tir Asleen Castle can be seen looming over the land. Strange ways need yet be trod before Willow's journey ends.

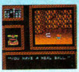
Rocky Mountain





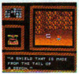
THE WORLD.
"YOU HAVE THE MAGIC
WORD OF THUNDER."

This old woman claims to know little of Nockmaar, but she may be wary of strangers. She gives Willow the Thunder spell.



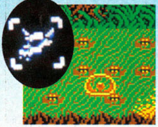
"YOU HAVE A HEAL BALL."

Willow can get the Heal Ball, but he can't go past the chest it was in—yet.



"A SHIELD THAT IS MADE
FROM THE TAIL OF
A DEMON."

A splendid and sturdy shield abandoned in the mountains.

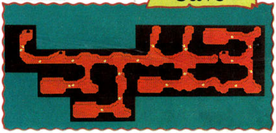


This road is paved with monstrous mouths. Would they bite one of their own kind?

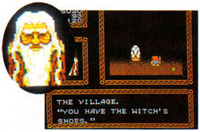
INTO THE CAVES AGAIN!

The mystery of Nockmaar Castle is becoming clearer as Willow gets clues from the people he meets. It appears that Willow must go to Tir Asleen Castle to find the secret path to Nockmaar. More powerful items and weapons will make his quest easier.

Cave

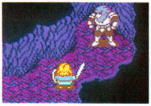


Rocky Mountain Cave

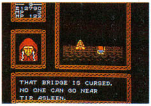


THE VILLAGE.
"YOU HAVE THE WITCH'S
SHOES."

This old man fled Tir Asleen when Bavmorda invaded. It has made him wary of outsiders.

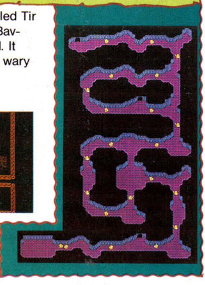


The Wing Sword is a symbol that will mark Willow as a friend to the Eagle Clan.



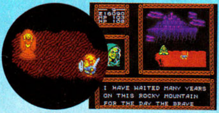
THAT BRIDGE IS CURSED.
NO ONE CAN GO NEAR
TIR ASLEEN.

This cave and the old woman who lives here are of no value.



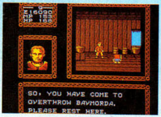
AT LAST—TIR ASLEEN!

A certain enchanted pair of slippers will allow Willow to cross the cursed span to the country of Tir Asleen. Having been attacked by Bavmorda, the country is nearly deserted. Those who remain, distrust strangers and often will not help at all. Willow's mission of defeating Bavmorda is becoming more and more urgent.



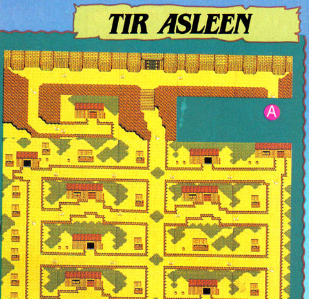
I HAVE WAITED MANY YEARS
ON THIS ROCKY MOUNTAIN
FOR THE DAY THE BRAVE

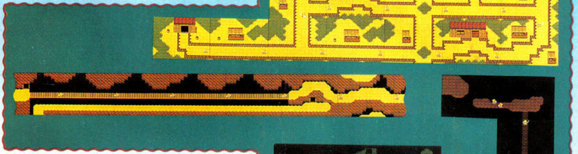
Talk to the old woman on the cliff several times, either here or in her home in Tir Asleen. She has a very important item for Willow.

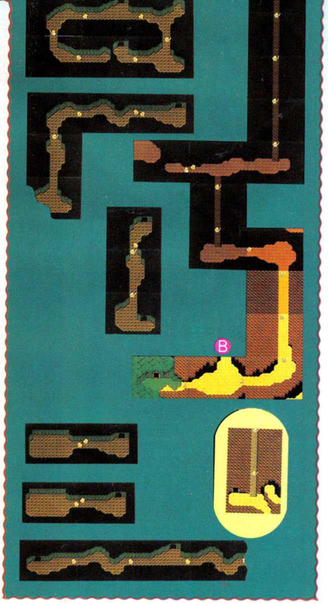


SO, YOU HAVE COME TO
OVERTHROW BAVMORDA.
PLEASE REST HERE.

One of Tir Asleen's last residents offers Willow hospitality.



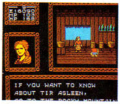




IF YOU'RE STUCK, RETRACE YOUR STEPS.

Sometimes there will be barriers that seem impassable. When you come across these, go back and thoroughly explore where you've already been.

Po can quickly take Willow to remote areas.



IF YOU WANT TO KNOW
ABOUT TIR ASLEEN,

Talk to people more than once and at different points in the game.

Some people won't give Willow the item they have unless he's met someone else first.

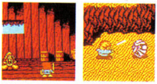
STRATEGY TIPS

One of the keys to Willow is gaining experience points. The higher your level, the more effective your attacks are. It's often worthwhile to stop and just build up experience points.

Check your status often. Don't take risks when you're almost at the next level.

Use spells to defeat the enemies which give MP when they're defeated.

Zombies can be defeated if you're quick enough and use the Devileye sword.

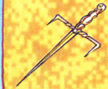


When gaining experience, it's best to stay near a healing location.

ITEMS!

Powder of Unrequited Love
This magical powder will give anyone a heart of justice.

Kaiser Sword
Another fine blade, the gift of a great warrior.



Wonder Sword
The best sword Willow will find.

Battle Shield
A strong shield made for battle.

Q: How do I enter Nockmaar Castle?

A: The entrance is blocked by a arrogant guard who hardly notices Willow's presence. You must find a way to make him leave his post.

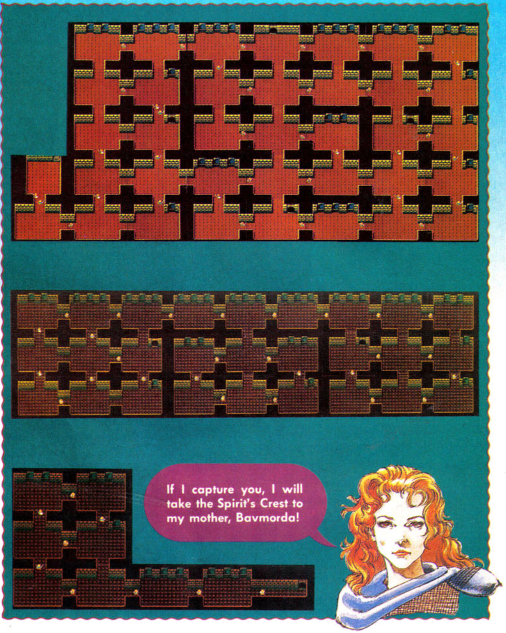
This guy doesn't scare easy . . .

Q: How do I beat Bavmorda?

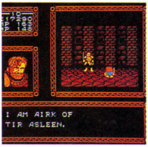
A: As the Queen of Evil, Bavmorda is indeed powerful. To match her strength, make sure you have at least 240 MP. Good luck!

TIR ASLEEN'S MAZE-LIKE INTERIOR

The floor plan of Tir Asleen is complicated to confuse invaders. Because the rooms look almost alike, it is easy to wind up going in circles. Guards are also stationed throughout the castle. Still, Willow will need to explore the entire place. Watch out for traps!

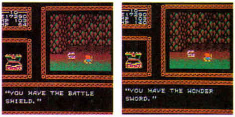


If I capture you, I will take the Spirit's Crest to my mother, Bavmorda!



I AM AIRK OF
TIR ASLEEN.

Airk of Tir Asleen is weak from fighting the Eborsisk. Use the Kaiser Sword to finish off the monster.



"YOU HAVE THE BATTLE SHIELD."

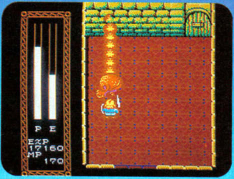
"YOU HAVE THE WONDER SWORD."

It is indeed a time of chaos when mighty weapons like these are left lying around in the castle.

Once Willow has the Wonder Sword and the Battle Shield, he should be able to easily defeat almost any enemy. The toughest part of his quest is yet to come—Nockmaar Castle!

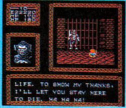
WHAT IS THE EBORSISK GUARDING?

After exploring the Castle of Tir Asleen for a while, Willow is bound to meet the Eborsisk. Although it looks intimidating, the monster is not difficult to defeat. Once vanquished, Willow will be free to explore the rest of the Castle.


P E
EXP
17160
MP
170

The huge Eborsisk slowly sways about its lair, spitting flames. Use fancy footwork to dodge it and counter-attack.

BEWARE OF TRAPS!

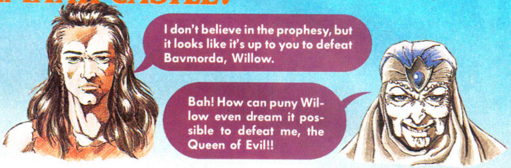


LIFE. TO SHOW MY THANKS,
I'LL LET YOU STAY HERE
TO DIE. HA HA HA!

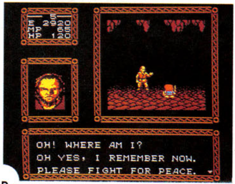
Willow must explore every corner of Tir Asleen in order to move on to Nockmaar Castle. One of the dangers of Tir Asleen is the possibility of traps. If Willow does get captured, he can only hope for outside help to escape, for the dungeons of Tir Asleen are very secure.

ON TO NOCKMAAR CASTLE!

Even after the path to Nockmaar Castle is open, its formidable gates would deter even the most persistent adventurer. Although Willow has found help this far in his journey, once he is in Nockmaar Castle, the final conflict will be his alone to resolve.

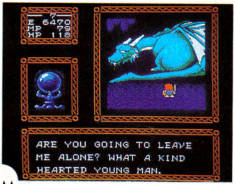

I don't believe in the prophesy, but it looks like it's up to you to defeat Bavmorda, Willow.
Bah! How can puny Willow even dream it possible to defeat me, the Queen of Evil!!

THE SAGA OF WILLOW


5
E 2920
MP 65
HP 120

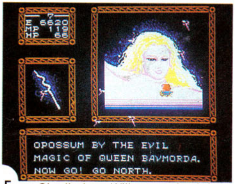
OH! WHERE AM I?
OH YES, I REMEMBER NOW.
PLEASE FIGHT FOR PEACE.

Bogarda was the first real challenge Willow faced. He turned out to be a good man turned evil by Bavmorda's Magic. The most important item found at this point was the Healmace.


7
E 6470
MP 79
HP 118

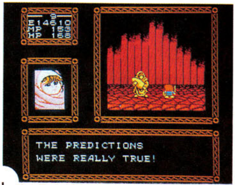
ARE YOU GOING TO LEAVE
ME ALONE? WHAT A KIND
HEARTED YOUNG MAN.

Matanda's cave contained many useful items and weapons for Willow. He also made a valued friend, Po. Luckily, Matanda was not the fierce dragon he was rumored to be.


7
E 6620
MP 119
HP 66

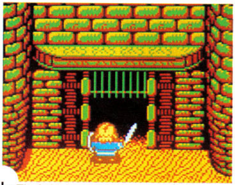
OPOSSUM BY THE EVIL
MAGIC OF QUEEN BAVMORDA.
NOW GO! GO NORTH.

From Cherlindrea, Willow received the Magic Cane, the most vital item for defeating Bavmorda. It was also necessary to return Fin Raziel back to human form.

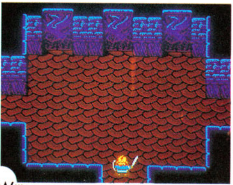

9
E14610
MP 153
HP 168

THE PREDICTIONS
WERE REALLY TRUE!

In the Twin Sacred Towers, Willow met Elora Danan and obtained the Spirit's Crest. The forces of good must control this artifact in order to destroy Bavmorda.



In Tir Asleen and the surrounding mountain passages, Willow found many items and clues on defeating Bavmorda. The secret passage to Nockmaar was revealed in Tir Asleen.



Willow now stands at the gates of Nockmaar. He has all the items he needs to conquer Bavmorda. From here on, he must fight alone. You can succeed, Willow! Face your destiny!

双截龍
DOUBLE DRAGON II
The Revenge
TM

THE DOUBLE DRAGON BROTHERS ARE BACK AND BENT ON REVENGE!!!

PUNCH

This is the most common attack. Use it against an enemy in front of you.

KICK

The kick works well against an enemy sneaking up on you from behind.

HAIR-PULL KICK

Stun him with a punch or kick, and then polish his teeth with your knee.

UPPERCUT

Throw a few jabs to loosen him up, and then really let him have it!

Last time out Billy and Jimmy Lee were on opposite sides in a struggle over the lovely Marian. Now Marian has been gunned down by the Black Shadow Warriors, a mysterious group of thugs and hired-guns that run most of the organized crime activities in New York City, and Billy and Jimmy have set aside their differences in a quest for vengeance. No one is sure exactly what king rat runs this pile of garbage called the Black Shadow Warriors, but you can bet that Billy and Jimmy are going to find out!

JUMP KICK

Jump in the air, and then put a well-placed boot mark on his chin.

SPINNING CYCLONE

If you're surrounded, you can use this and hit both enemies with one attack.

SHOULDER THROW

After you've used the Hair-Pull Kick, toss this punk into his buddies.

USE ENEMY WEAPONS

Knock her down and then pick up her weapon and give her some of her own medicine.

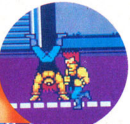
TM & © 1989 Technos Japan Corporation

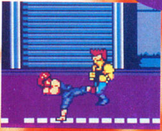
MISSION I INTO THE TURF

Billy and Jimmy decide to take the fight to the enemy and march defiantly into Black Shadow Warrior turf. They are looking for a fight, and from the looks of this neighborhood, chances are that they'll find one.

1 SEND IN THE CLOWNS.

These first few bozos will try to impress you with fancy jumps and acrobatics.

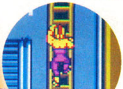


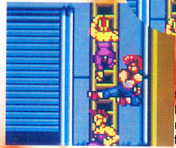


They can dance, but they sure can't fight. One good jump kick and they're out like a light!

2 HEY YOU WITH THE CHAIN, COME ON DOWN!

A good, swift kick when they're on the ladder . . .

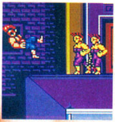




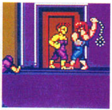
. . . and these two ladies will really fall for you.

3 . . . AND SHE'S GOT A GREAT PERSONALITY.

Make her drop the chain, then use it to your advantage.

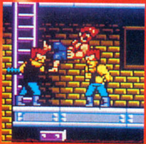


This ledge is not the place to be.



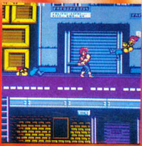
Stay here in the middle, or you'll be knocked off.

4 PATIENCE, MY BOY. PATIENCE.



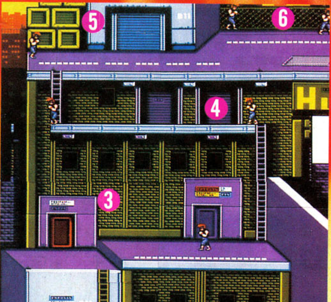
Stay in the middle and take care all of these jokers before going to the ladder.

5 I KNEW I SHOULD HAVE TAKEN THAT RIGHT TURN.

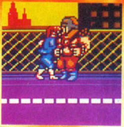


Go right immediately after climbing the ladder, or you'll be knocked off the edge.

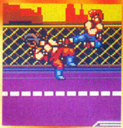
Be sure to defeat all enemies before going up a ladder, and stay in the middle of the beam when fighting.



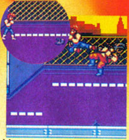
6 JUST WAIT TILL I TALK TO YOUR BOSS!



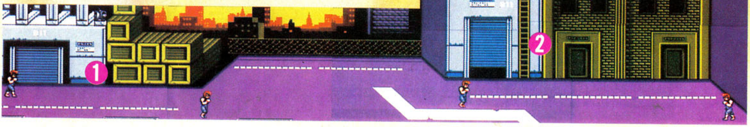
This guy is really big and slow, so try to get in close.



Use the jump kick technique to get next to him.

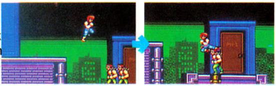


He can't be hit when he's down, but if you nail him just as he gets up . . .



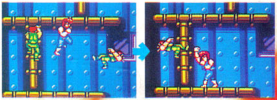
MISSION 2 AT THE HELIPORT

① DOUBLE YOUR PLEASURE.



Work on timing your attack so that you can down two enemies at a time.

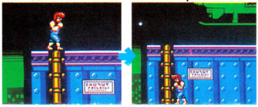
② LEFT, RIGHT, LEFT, RIGHT . . .



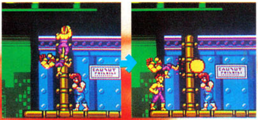
Kick one, and then the other. Now hit the first again as he tries to get up.

③ COME AND GET ME, CHOPPER.

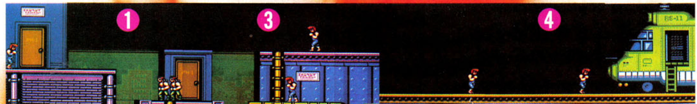
Go up the ladder, then quickly back down. This will to draw out the helicopter.

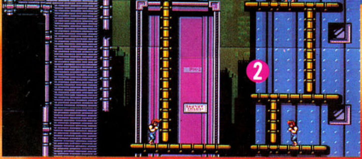


Wait for the enemies to come down to you. If you go up to them, the helicopter will take you out.



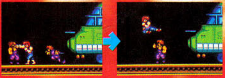
These thugs are pretty easy to dispose of, but watch out for the girl with the hand grenade. If she throws it, pick it up quickly and throw it back.





④ BUY ONE NINJA, GET ONE FREE.

These two ninja's are lightning fast. Try to stay out from in between them, and watch your back when attacking.

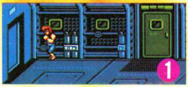


Attack one of them while the other is showing off his moves.

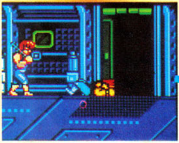
Then quickly attack the other one, before the first recovers.

MISSION 3 BATTLE IN THE CHOPPER

① A NICE COOL BREEZE . . .

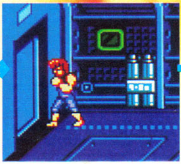


You'll be sucked out of the chopper if you get too close to the door.

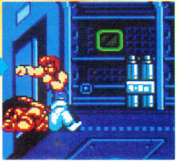


Use the door to your advantage.

Off you go into the wild blue yonder!

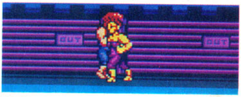


Get close when fighting the big guy.

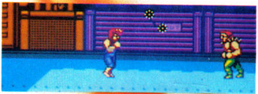


MISSION 4 UNDERSEA BASE

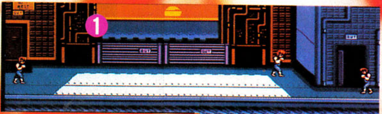
① NICE LITTLE PLACE YOU HAVE HERE



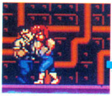
Try to get used to the 3-D depth in this game, you can use up and down movement to make mincemeat of these guys.



Move up and down on the screen to avoid weapon attacks, and then quickly pick up these weapons.

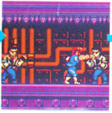


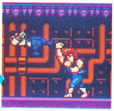
② FOURTH FLOOR. GOING DOWN.



Go left as you come out of the elevator, and attack.

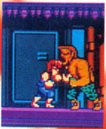
Now go back to your right and take care of this wimp.



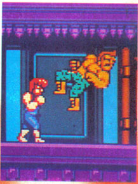


Go left again . . . well, you get the idea.

③ HE DIDN'T SEE THE BUS COMING.



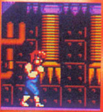
Start punching before he comes out.



WHAP! Wow! What a wake up call! You can ambush many of the larger members of the Black Shadow Warriors using this trick. Boy, he was out before he hit the floor!

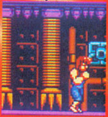
④ WHATEVER YOU DO, DON'T LOOK UP.

The trick to getting by the spike ceiling traps is to slowly get as close to them as possible, and then run past quickly.

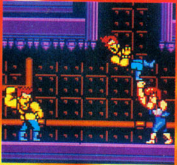


You can get this close in front.

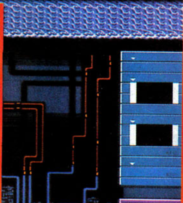
But not when it's behind you.

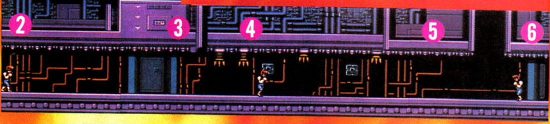


⑤ MOM WARNED ME ABOUT GUYS WITH GRENADES.



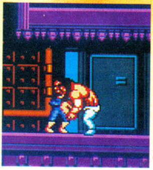
Watch out for the guy with the hand grenade again in this section.





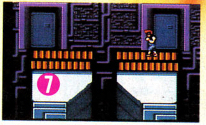
⑥ WALK SOFTLY, AND CARRY A GOOD LEFT HOOK.

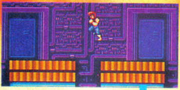
Don't try to kick this boss. He's only vulnerable to a series of good punches.



⑦ BACK TO THE TREADMILL

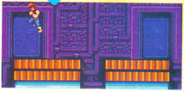
Jumping on moving treadmills can be tricky.





Keep jumping against the motion, or you'll be dragged right off the edge.

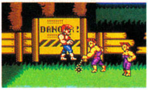
Use the Up arrow on the Control Pad to enter the door on the other side.



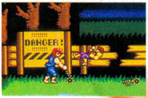
MISSION 5 FOREST OF DEATH

① HAVEN'T I SEEN YOU SOMEWHERE BEFORE?

Although they all look the same, it seems the punks in the forest are tougher than the others.



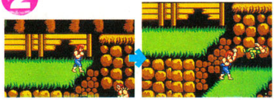
Put this punk out of commission and pick up her weapon to further your quest.



It will be much easier to beat them if you use their weapons against them.

HINT:
When an enemy goes, so does his weapon.

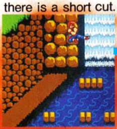
② SOMETIMES, BIGGER ISN'T BETTER.

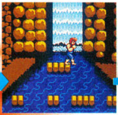


Use small jumps. A big jump will only cause a long fall.

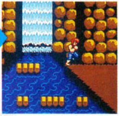
③ CROSSING THE RIVER

The long route is easier, but there is a short cut.

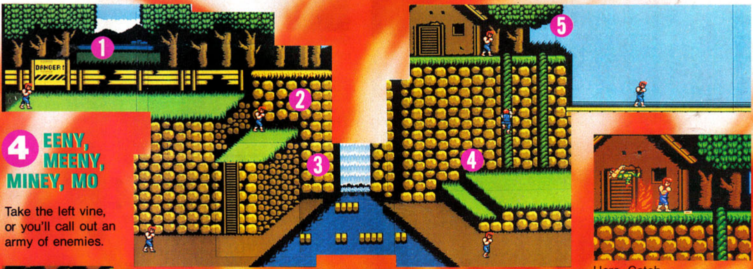




Wait until you're right here to jump.



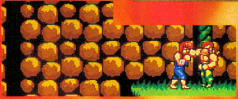
"All right! I made it!"



Here. Catch.

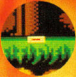
④ EENY, MEENY, MINEY, MO

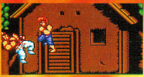
Take the left vine, or you'll call out an army of enemies.



⑤ DYNAMITE

Pick up their dynamite and then give them a taste of your explosive temper.

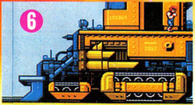


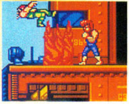


Stay away from the ledge, and use your jump kick on this big guy.

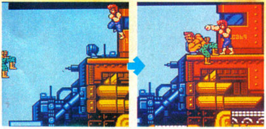
⑥ ALL ABOARD!

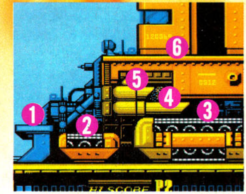
Parts of the train that you have to stand on are moving. Keep moving yourself by jump kicking.





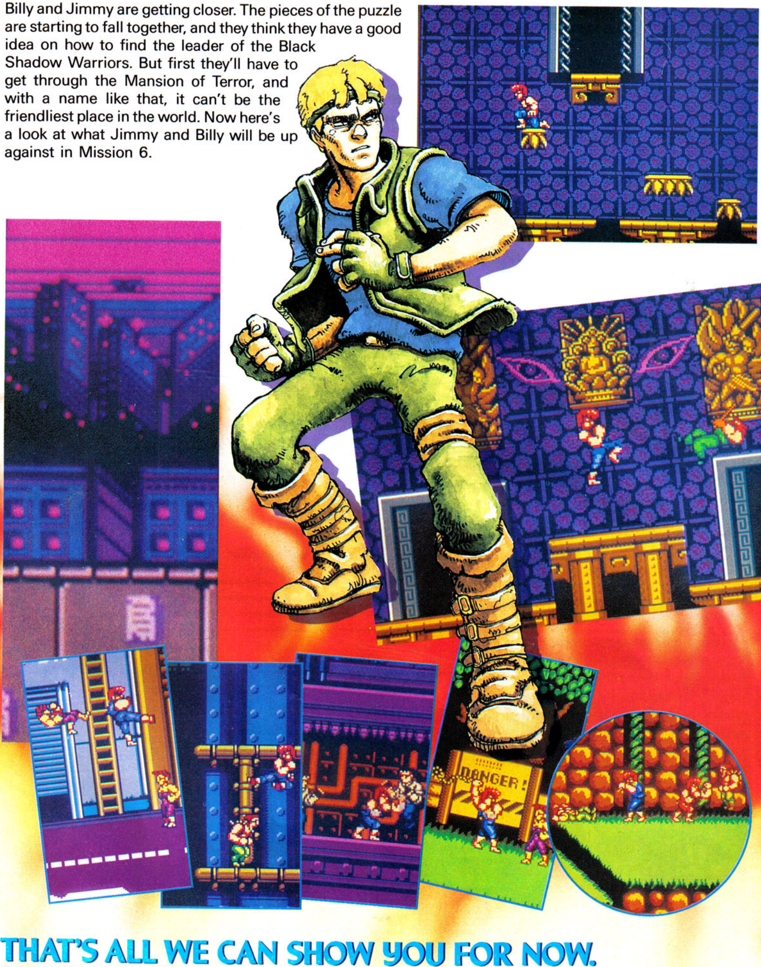
Use your jump kicks to knock the boss off of the train. Then, as he's climbing back up, knock him off again.





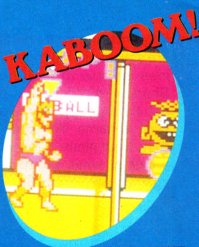
If you get knocked off the train, use this pattern to get back on.

Billy and Jimmy are getting closer. The pieces of the puzzle are starting to fall together, and they think they have a good idea on how to find the leader of the Black Shadow Warriors. But first they'll have to get through the Mansion of Terror, and with a name like that, it can't be the friendliest place in the world. Now here's a look at what Jimmy and Billy will be up against in Mission 6.



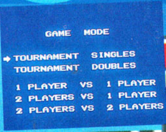
THAT'S ALL WE CAN SHOW YOU FOR NOW. BILLY AND JIMMY'S QUEST FOR REVENGE HAS ONLY JUST BEGUN, BUT NEITHER WILL REST UNTIL SOMEONE PAYS FOR MARIAN'S LIFE.

SUPERSPIKE V'BALL™



OFF THE BEACH & INTO YOUR HOME!

Beach Volleyball— two-on-two on a sand court under the summer sun. Formerly the sport of beach bums alone, it is now set to bump up to the big time, with circuits all over the country and the possibility of being an exhibition sport at the 1992 Olympics. Super Spike V'Ball from Nintendo captures all the excitement of national or international beach volleyball competition.



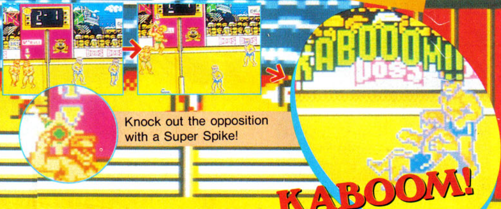
GAME MODE

→ TOURNAMENT SINGLES
TOURNAMENT DOUBLES

1 PLAYER VS 1 PLAYER
2 PLAYERS VS 1 PLAYER
2 PLAYERS VS 2 PLAYERS

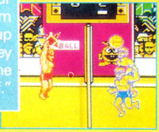
Super Spikes and Super Blocks!

To execute the Super Spike, when the ball is set up by the net, jump and then quickly press the B Button several times until your hand glows. Then press A to spike the ball into the sand. It takes practice, but the results are worth it.



Knock out the opposition with a Super Spike!

The Super Block is done using a similar technique. When you jump to block at the net, press the B Button quickly until your hand glows. If the other team tries to spike and you line up directly opposite them, they could end up being on the receiving end of a super "stuff."



In your Face! It's a Super "Stuff!"

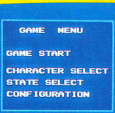
GREAT PLAY CONTROL MAKES FOR EASY PLAY

V'Ball is easy to learn and play. The Game Menu allows you to modify some of the rules of the game to play the way you want to.

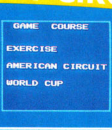
GLAMOROUS LOCATIONS ON THE BIG MONEY AMERICAN CIRCUIT!

Three Game Modes

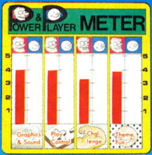
V'Ball has three games of different difficulty levels: Exercise, American Tournament and World Cup. It's a good idea to practice your moves in Exercise mode before moving on to the tougher competitions.


GAME MENU

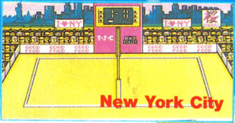
GAME START
CHARACTER SELECT
STATE SELECT
CONFIGURATION

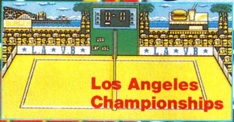

GAME COURSE

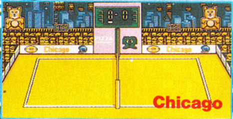
EXERCISE
AMERICAN CIRCUIT
WORLD CUP



On the American Tour, you will play on several different courts, each with a colorful background. Starting in Daytona Beach, travel all over America, from New York to Chicago and from Las Vegas to Los Angeles.


New York City

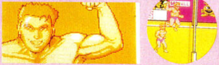

Los Angeles Championships


Chicago

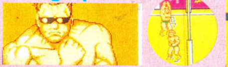
Volleyball Hardbodies

The men of V'Ball are buff, biffed and totally pumped, and they've got the muscle to really stuff the ball. Because of the characters' size, their moves are easy to follow and control. No tiny ant-like players here! Each pair has their own strengths and weaknesses.

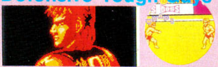
Well Rounded


George and Murphy are the best all-around players.

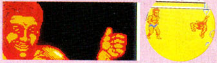
Strong Spikers


Al and John make up for their lack of finesse with powerful spikes.

Defensive Tough Guys


Billy and Jimmy are street toughs who can stand up to anyone.

Speed and Grace


Ed and Michael are fast and can get to the ball no matter where it's at.

SUMMER FUN ALL YEAR 'ROUND

Super Spike V'Ball features great graphics and excellent play control. Although it's fun to play against the computer, it's even more fun when you play with a friend (or several friends using the NES Satellite.) With the game's many modes, you can also play with a friend against the computer. This winter, bring a little bit of sun indoors with Super Spike V'Ball!

Bump in the back court to return a powerful serve.

SUPER SPIKE!!

Be Bold! Go for the Super Spike!

TM Trademark of Vic Tokai

CLASH AT DEMONHEAD™

THE MAN AND THE MISSION

"There I was, catchin' some rays at the beach, when headquarters called.

"They had another impossible mission for me-I'm the one they always call when it's crunch time.

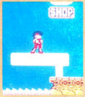
"I'm Sgt. Billy "Big Bang" Blitz, of S.A.B.R.E. (Special Assault Brigade for Real Emergencies) and I'm the best at what I do-bustin' bad guys."

In Clash at Demonhead, you guide Sgt. Bang through the twisted passages of Demonhead in search of a kidnapped professor and his Doomsday bomb.

ROUTE MAP

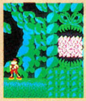
OUR SCOUTS HAVE SPOTTED THESE TARGETS. PROCEED AT ONCE —S.A.B.R.E. HQ

ROUTE 5



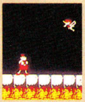
OBJECTIVE: Super Shop. Purchase Weapons and Equipment.

ROUTE 15

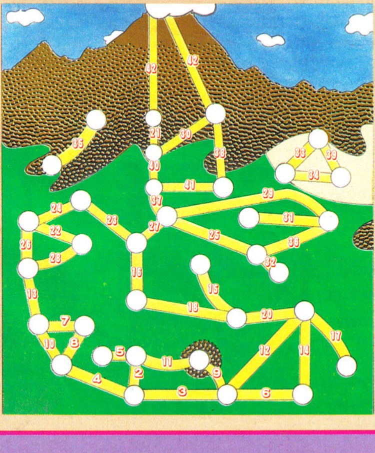


OBJECTIVE: Meet Michael for information on the Magic Stone and the mysterious door in this area.

ROUTE 17



OBJECTIVE: Meet contact Faysha. Get information. EQUIPMENT NEEDED: Jet Pack.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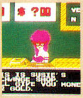
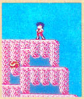
ROUTE 22


$?00
IS IS SUSIE'S
CHANGE SHOP
GIVE YOU MONE
GOLD.

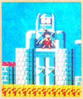
OBJECTIVE: Gold Exchange Shop. Trade in Gold for Cash.

ROUTE 39



OBJECTIVE: Devil's Tower. Infiltrate and gather intellegence on hostile alien force code name: Demon.

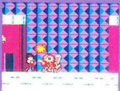
ROUTE 40

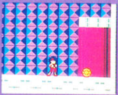


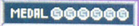
OBJECTIVE: Sword of Apollo. Contact the Hermit for information. Use this weapon to engage and destroy Demon.

COLLECT THE GOVERNORS' MEDALLIONS

In addition to the previously mentioned Objectives, you must also defeat the Seven Governors of Demonhead. These enemies are armed and extremely dangerous. It is essential that you retrieve the Royal Medallions they carry. —HQ







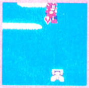
"Gazh isn't so tough. Shoot him in the horn and then quickly jump over his fire."

CONTACT SPRITE FAYSHA

You will first meet advance scout Michael on Route 3. He will have information for you throughout your mission. —HQ

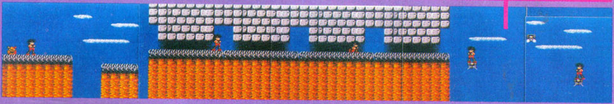
USE THE JET PAK

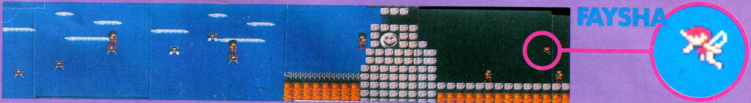
The Jet Pak will prove to be a most valuable item when difficult obstacles appear. —HQ



ROUTE 17

I'll skip the floating platforms using the Jet Pak! Faysha here I come!"





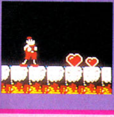
IMPORTANT INFORMATION

Sprite Faysha has intelligence on a powerful and mysterious being, code name: Hermit. Locate the Hermit and find out how he can help us. —HQ

TALKING TIME
PUSH A

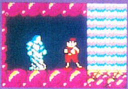
Faysha has two heart units here. You can collect them more than once by going off the screen and returning. —HQ

"Go to Route 6 to find the passage to Route 35, where the Hermit is being held captive by Rowdy." "Thanks, Faysha."



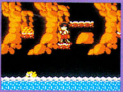
STATUE OF THE UNKNOWN AGENT

"This looks like the statue Faysha was tellin' me about. Sure enough, it opens into this tunnel called Route Unknown."



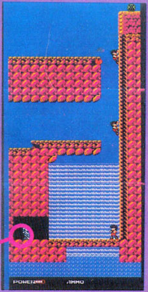
ROUTE UNKNOWN

"This place is a real gold mine! I'll have to go check out the Exchange Shop HQ was tellin' me about after I rescue the Hermit."



"By timing my jumps just right, I can skip on the water's surface!"

ROUTE 6



ENTRANCE TO ROUTE UNKNOWN

Here are some of the weapons and devices available at the Super Shop. Buy as many as you can. —HQ

ROLLING STAR $3000

This is a new throwing star developed by the weapons section which returns to you after being thrown.

THUNDERSHOT $8000

For use against any enemy, this is the most powerful weapon.

CRYSTALINE BARRIER $5000

Heighten your defense with this whirling shield.

POWER BALL $4000

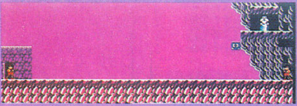
This projectile rolls along the floor. It is useful against low foes.

SHOP CALL $2000

Use this to call the Super Shop anywhere in Demonhead.

OPERATION: HERMIT RESCUE

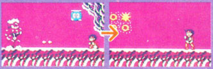
ROUTE 35



The extent of the Hermit's powers are unknown. But if he can help rescue Professor Plum, it is imperative that you rescue him. Only Faysha can open the passage in Route 6 which leads to the Hermit's house in Route 35.

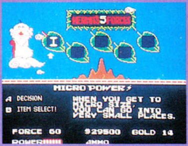
ROWDY HAS THE HERMIT HOSTAGE

"Blast Rowdy with regular bullets. When he charges, avoid him by jumping."



THE FORCES OF THE HERMIT

"I found out the Hermit is the master of five forces that are kind of like psychic powers. He also has healing abilitites and can give extra boxes for my life meter."



MICRO POWER ⚡

A DECISION

B ITEM SELECT!

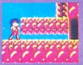
WHEN YOU GET TO MICRO SIZE, YOU CAN GO INTO VERY SMALL PLACES.

FORCE 60 $29500 GOLD 14

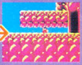
POWER AMMO

MICRO POWER

"The Hermit will help my cause by teaching me his five forces, starting with the Micro Power. To use the Micro Power, I'll need to have a Force of 50. This power lets me get into some small places."



"Here's a passage in Route 35 that's a tight squeeze."

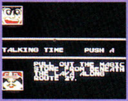


"Using the Micro Power I can go in."

OBJECTIVE: THE MAGIC STONE

ROUTE 27

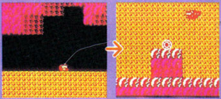
In Route 15, Michael will give you details on how to get the Magic Stone, which is hidden in Route 27. —HQ



TALKING TIME PUSH A

PULL OUT THE MAGIC STONE FROM BENEATH THE LAVA ALONG ROUTE 27.

"Usin' the Super Suit, it's no sweat to swim in molten lava and find the Magic Stone!"

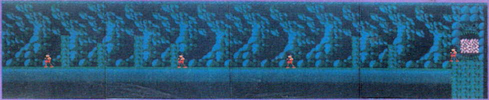


It's at the very bottom of the lava pit!

RETURN TO ROUTE 15

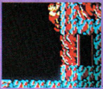
"My buddy Michael says there's some treasure in Route 15. Maybe it'll help me finish my mission quicker so I can get back to the beach!"

CAVE IN ROUTE 15



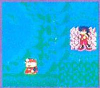
BEWARE THE MONSTER

It's tricky to go into the door at the bottom of the pit in Route 15. If you jump, the monsters will hit you and throw you back. —HQ



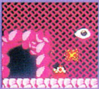
OPEN THE DOOR

The magic stone functions as a Key and can open the door in the cave of Route 15.



DEMON DISCOVERED!

"There's no way I can beat the Demon now, so I'll concentrate on my mission and try to defeat him later."



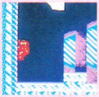
More weapons and equipment from the Super Shop. Be sure to buy a Shop Call before you leave. —HQ

AQUA LUNG $7000

This is an essential suit for aquatic exploration.

SUPERSUIT $9990

This super armor will protect you from the heat of molten lava, but it's not waterproof.



ULTRA FOOD $2000&DYNA PUNCH $1000

Each can of Ultra Food replenishes one life unit. Dyna Punch gives you more force.

POWER BOOTS $5000

Jumping high and running quick are useful abilities to have, when fighting bosses.

JET PAK $8000

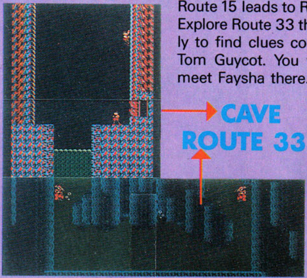
Essential for passing difficult areas. Some places are only accessible with the Jet Pack.

MICRORECORDER $1000

The Micro-recorder grants you a password so you can take a rest from your mission.

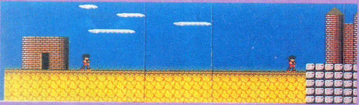
OBJECTIVE: THE SWORD OF APOLLO

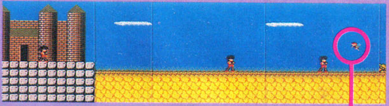
ROUTE 15



A water-filled passage from Route 15 leads to Route 33. Explore Route 33 thoroughly to find clues concerning Tom Guycot. You will also meet Faysha there. —HQ

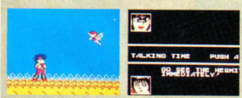
ROUTE 33





FIND FAYSHA AGAIN

"Faysha, it's good to see you again. Tom Guycot didn't have any more luck with the Demon than I did. Now I'd better see the Hermit."

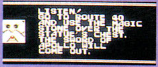


TALKING TIME PUSH A

GO SEE THE HERMI
IMMEDIATELY!

MORE CLUES FROM THE HERMIT

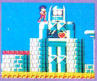
Remember, the way to Route 35 is through Route 8. The Hermit will give you two more life boxes and tell you how to get the Sword of Apollo. —HQ



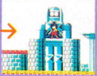
LISTEN!
GO TO ROUTE 40
AND USE THE MAGIC
STONE OVER THE
STATUE'S CHEST.
THE SWORD OF
APOLLO WILL
COME OUT.

USE THE MAGIC STONE

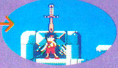
"According to the Hermit, the Sword of Apollo is inside a statue in Route 40. I'll need the Magic Stone to open the statue and it will only work if I'm in the correct position."



"It's kind of tricky to get on this little ledge on the statue's chest."



"Maybe if I jump down from on top of the statue . . ."



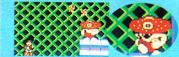
"The Sword of Apollo!!!"

NOW PREPARE FOR THE FINAL BATTLE

You now have ten boxes in your life meter. You should be stocked up on all weapons. Defeat all the Governors, collect the Royal Medallions and then find and destroy the Demon. Good luck Agent Big Bang! —S.A.B.R.E. HQ END TRANSMISSION.

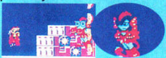
MUSH—ROUTE 16

By staying at the left edge of the screen and dodging, you'll reduce the damage you take.



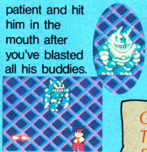
SHARK—ROUTE 27

There's a safe spot in the hideout of this marine menace. Find it and patiently wear her down..



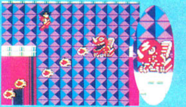
MAX-ROUTE 7

He starts out small, but gradually grows as he hops around his lair. It's easy to avoid him using the Micro Power. Be patient and hit him in the mouth after you've blasted all his buddies.



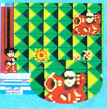
GAZH—ROUTE 11

Shoot him in the horn and then look out! Use the Power Boots to jump over his fire.



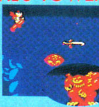
BOPPER—ROUTE 21

Bopper is not a boss, so he's pretty easy to defeat. Just shoot him enough times and he'll fold. It's easy to avoid his shots.

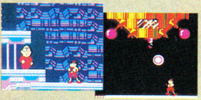


DEMON—DEVIL'S TOWER

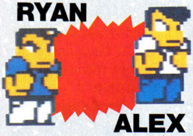
This is one bad alien intellegence. The only way to defeat him is to use the Sword of Apollo and hit him in the eye.



GO TO THE MOUNTAIN TOP TO FIND THE DEMON!! GOOD LUCK!!!



River City RANSOM™

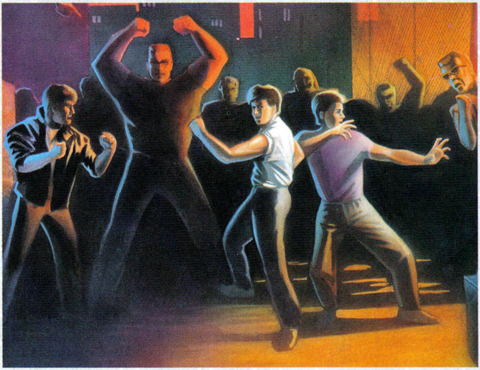


IT'S A LONG ROAD TO THE TOP!

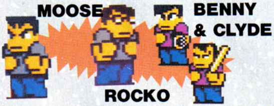
Slick's managed to make himself king of the hill, but that doesn't mean he should start throwing his weight around. He's taken Ryan's girlfriend and is holed up in the High School just waiting to see what Ryan will do. Better grab your map and your bruising buddy Alex 'cause there's work to do. Slick's gotta learn, there're some people that you just don't mess with!

THINK YOU'RE GOOD ENOUGH TO TAKE US ON? WE'LL SEE.

Slick's taking a breather in the High School. He doesn't think that you stand a chance of getting through the many gangs that he controls all over town. You're gonna have to start with the small fries and work your way to the top, but who are these guys?

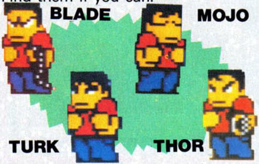


TERRITORY BOSSES

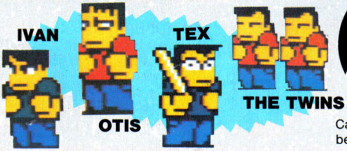


THE ZOMBIES

These guys control the Territory Bosses and know what's going down. Find them if you can.



THE RIVER CITY HIGH GUARD

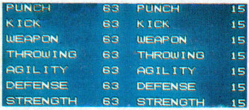


Can't make it alone; you better get some help!

TM & © 1989 American Technos

POWER-UP OR YOU'LL BE SORRY!

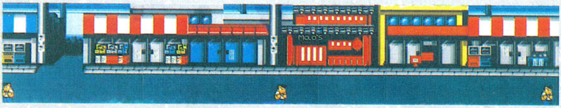
Roxy knows the secret; only the strong survive. You'll need to work hard and eat right just to get strong enough to take on the first boss. As you travel around River City, try to find as many different items as you can. Each one can help you to grow stronger in many different ways. With this in mind, you can customize your warrior to be the fighting machine you desire.



PUNCH	63	PUNCH	15
KICK	63	KICK	15
WEAPON	63	WEAPON	15
THROWING	63	THROWING	15
AGILITY	63	AGILITY	15
DEFENSE	63	DEFENSE	15
STRENGTH	63	STRENGTH	15

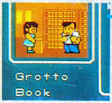
WATERFRONT MALL

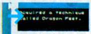
The stores in the Waterfront Mall have many items you will need including the powerful Karma Jolt.



BOOK SHOP

The books are your best source of power. Read as many as you can!



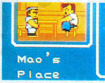


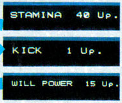
cquired a technique
alled Dragon Feet.

Ancient secrets, new techniques.

MUNCHY MOTION!

Food gives you immediate strength. Each type works differently, so try a bunch.





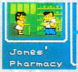
STAMINA 40 Up.

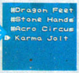
KICK 1 Up.

WILL POWER 15 Up.

PHARMACY

When you're hurt or injured, a little medicine will pick you right up!





#Dragon Feet
#Stone Hands
#Acro Circus
Karma Jolt

Carry items with you for later use.

THERE'S MORE!

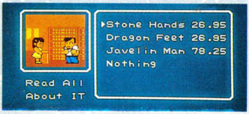
Other stores have shoes, CD's and even a few other surprises. All help, so give 'em a try.

CD
Cellar
Happy
Feet

SMART SHOPPERS CHECK THEIR LISTS!

READ BOOKS TO LEARN FROM THE MASTERS.

Without training you'll be little more than a street tough with a chip on his shoulder. You need the teachings that are found in books to learn some of the powerful techniques you can master. Armed with knowledge, Slick doesn't stand a chance against these two angry tornadoes!

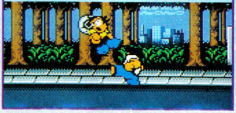


▶Stone Hands 26.95
Dragon Feet 26.95
Javelin Man 78.25
Nothing

Read All
About IT

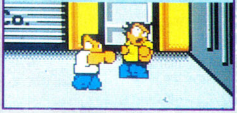
DRAGON FEET

Your feet will fly so fast you can't even see them.



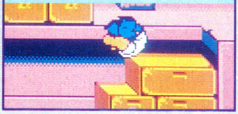
STONE HANDS

Stand back Iron Mike! Here's real speed for you!



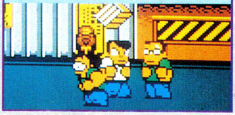
ACRO CIRCUS

Twists and flips that make you impossible to hit.



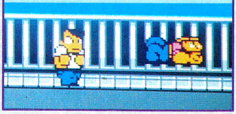
FATAL STEPS

This mysterious technique can get you out of trouble fast.



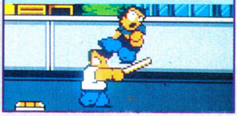
JAVELIN MAN

You'll throw your enemies like baseballs with this.



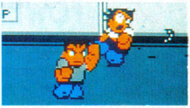
GRAND SLAM

Use weapons with blazing speed!



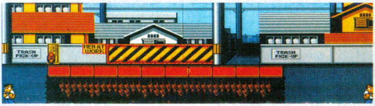
IT'S GOING DOWN IN RIVER CITY!

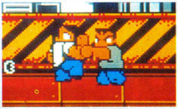
Slick's men are awful tight lipped. You'll need to get a little information from each of them just to find out where the next one is. Make sure you pay attention to what they say or you'll never make it to school on time. If you miss any of them, try coming back as they often reappear.



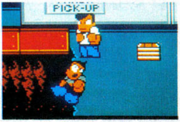
FIRST BOSS: MOOSE

Moose is a wild man who fights like there's no tomorrow. Watch his hands, feet, and weapons.





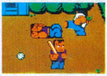
Moose is faster than anyone you've met so far. If you haven't powered up, he'll certainly be faster than you. Learn any techniques?



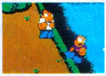
If Moose falls off the beam, go off screen and come back. He'll be there itchin' for another go at it.

DOUBLE TROUBLE: BENNY & CLYDE

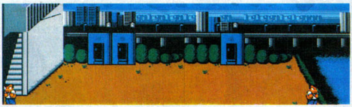
Benny & Clyde can prove to be too much for just one man if he's not prepared. If you've powered up and learned some of the techniques, you've got a chance. A little hint; sock him while he's still talking.



Try to fight them one at a time.

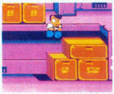


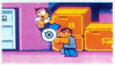
Throw them in the river if you can.



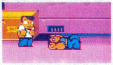
WAREHOUSE MASTER: ROCKO

Rocko is unarmed and waiting deep inside the warehouse. He's thinking that you'll be pretty weak after fighting your way through all his guards. Be careful how you jump in here.

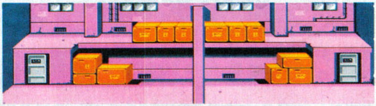




Don't let Rocko get your weapon. He knows how to use it!

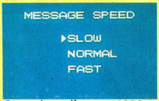


What's this about Blade? What park?



IF YOU HAVE THE ACRO CIRCUS . . .

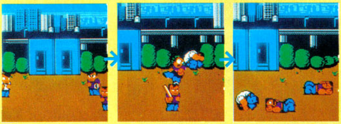
The Acro Circus is one of the best techniques. You can use it to make money real fast if you keep using it on Benny and Clyde. With practice, you'll be a millionaire in no time!



MESSAGE SPEED
▶SLOW
NORMAL
FAST

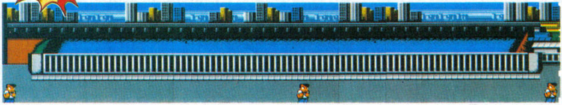
Slow down the message speed to make the most money.

Take a quick run at them, then tumble into them. If you have enough power, they'll go down with just one hit!



YOU'RE NOT ALONE, SOMEONE'S ON YOUR SIDE.

Roxy is Slick's girl and she'd just like to see this whole mess cleared up as soon as possible. She can give you valuable information on where you can find Ryan's girlfriend. Listen up, she's taking a big risk just to talk to you.



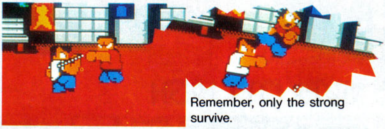
PLEASE BE CAREFUL!

THEY'RE AS COLD AS ZOMBIES!

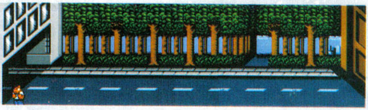
The Zombies is the name that Slick uses for his Lieutenants. They're tougher than the rest so you better prepare for them.

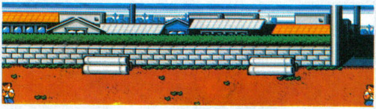
SHERMAN PARK IS HIS TURF!

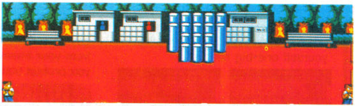
Blade isn't fooling around. He's armed to the teeth and waiting. You better plan your attack very carefully or this could be the last hurrah!



Remember, only the strong survive.



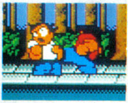




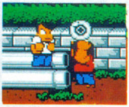
Use this map of Sherman Park for your plan.

HEY! DIDN'T YOU ALREADY BEAT THIS GUY?

Turk and Mojo like hanging out in some of the newer areas of town. Sometimes you gotta listen to the music to tell when they're around. When you hear it, you'll know it's time to pay the fiddler!

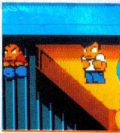


Remember that Acro Circus stuff when it's getting hot.



Standing on the pipes is a safer place to work from.

HEAD OF THE ZOMBIES: THOR

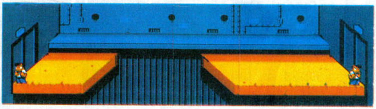


Watch out for drop-offs!

If you can't use a weapon, throw it away.

After Thor, what's next?

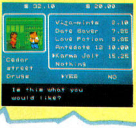
Thor's picked a good spot to hold up. There are drop offs on two sides, and he'll certainly try to throw you over the edge. He's extremely fast and usually armed, so keep that in mind when you come calling.



BEFORE YOU GO BACK TO SCHOOL...

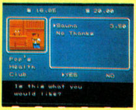
A couple of things that you had better invest in are a load of Karma Jolt and a good sauna. You're gonna need them.

A sauna will help raise your will power. Prolonged fighting will cause it to go down. Take one and relax before taking on the School.



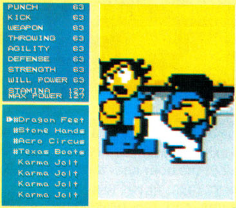
```
$ 32.10          $ 20.00
           Vita-mints     2.10
           Date Saver     7.55
           Love Potion    9.85
           Antedote 12   10.00
          ▶Karma Jolt    15.25
           Nothing
Cedar
street
Drugs          ▶YES       NO
 Is this what you
 would like?
```

Remember where to buy the Karma Jolt? It could be a long hike.



```
$ 10.05          $ 20.00
          ▶Sauna          3.50
           No Thanks
Pop's
Health
Club           ▶YES       NO
 Is this what you
 would like?
```

Who are those guys standing in front of the sauna? I've seen them before.



```
PUNCH         63
KICK          63
WEAPON        63
THROWING      63
AGILITY       63
DEFENSE       63
STRENGTH      63
WILL POWER    63
STAMINA      127
MAX POWER    127

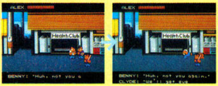
▶#Dragon Feet
 #Stone Hands
 #Acro Circus
 #Texas Boots
  Karma Jolt
  Karma Jolt
  Karma Jolt
  Karma Jolt
```

Keep track of your items, you can only carry so many.

PRACTICE YOUR TECHNIQUES!

You'll have to be extra careful with your special attacks as it is very easy to accidentally hit your buddy.

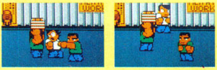
Let the other guy talk, you just get down to business and you'll save yourself one big headache.



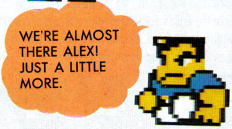
BENNY: "Huh, not you a

BENNY: "Huh, not you again."
CLYDE: "We'll get ove

Enemies always go for the weakest guy. Run up and down to escape from your enemies. Also, make sure you protect your buddy.

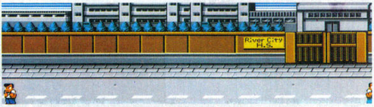


IT'S NOT OVER YET.


WE'RE ALMOST THERE ALEX! JUST A LITTLE MORE.

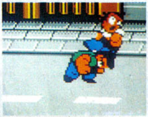
TOUGH GUY TOWER: RIVER CITY HIGH

It's a long road getting here, but it's still a far cry from over. Make sure that you've got enough power and enough items to get you through. If you're ready, roll up your sleeves and let 'em have it!

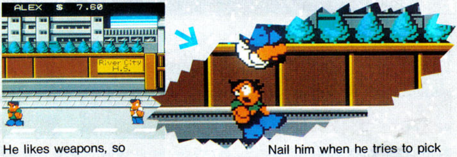


DOOR MAN: IVAN

Ivan's a little different than anyone you've met so far because he's got his own special moves. Be ready for anything.



Watch out! He's got a head butt!

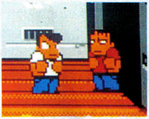


He likes weapons, so keep an eye on them.

Nail him when he tries to pick up a weapon.

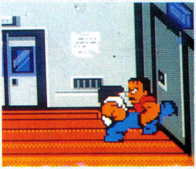
GYMNASIUM BOSS: OTIS

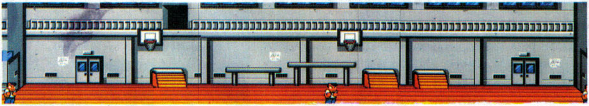
Otis is sneaky and will hide out until the last minute. When he does come out, though, he's as bad as the next guy. Where's he hiding?



Be sure to check all the way to the right.

If you win the tussle with Otis, it can be pretty tricky trying to find the way out of here. The exit is where you'd least expect it.

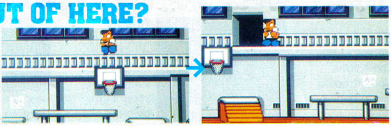




Practice!
Practice!
Practice!

HOW DO I GET OUT OF HERE?

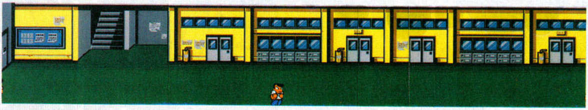
To exit this area you need to go out the door near the top left corner. You'll need the beams and the basketball net to get up top. Good luck!



Up, up, and away, or something like that.

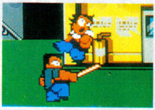
FIRST FLOOR

There really isn't anyone here that you have to fight. You could skip this floor but if you're lacking a good weapon it's a good place to pick one up.



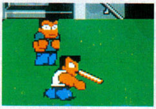
SECOND FLOOR

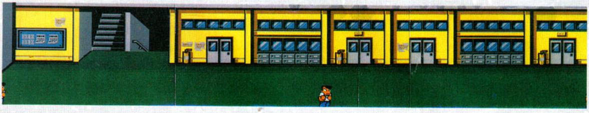
This gang is one of the toughest. They are all fast and their boss, Tex, is as tough as any boss in the game. You'll have to use every trick you know to get by these guys.



Better get Tex's stick, and quick!

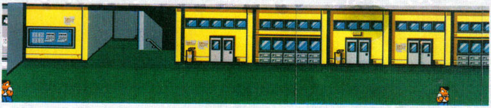
Whatever you do, don't let him get the stick back!

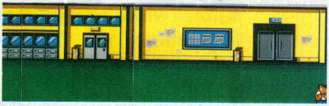


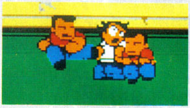


THIRD FLOOR

If you make it to the end of this floor you'll find the Twins. They are very tough for just one guy to handle. Keep your back to the wall so they can't get behind you.

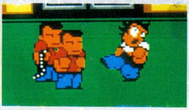






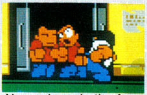
Watch out for their spin kicks.

In this fight, two is better than one.

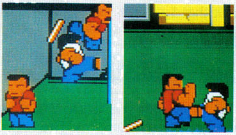


TRY TO GET THE FIRST ATTACK!

Slick's men have a habit of talking to you before they try to take you down. Don't be polite. When they start to talk, let 'em have it.



Always keep both of them in front of you so you can keep an eye on them.

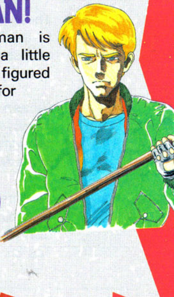


Try to beat one Twin so there will only be one left.

ve up. You
strong."

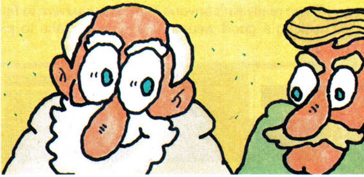
THE MAN BEHIND THE PLAN!

Slick's top man is Simon. He's a little slow to start as he never figured you'd get this far. Be ready for him to speed up, he's fast as lightning.



GOOD LUCK!

NINTENDO
POWER



Did Your Favorite Game Make It Into America's Top 30?

TOP·30

The big news this issue is the sudden surge to the top of the heap by four totally tough teenage turtles: the Teenage Mutant Ninja Turtles that is! This reptilian revolt was led by the Dealers' votes and boosted by the Players. Remember, your vote really counts!

Use this key to find out how your favorites are doing.

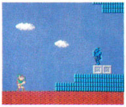
🟪	These titles are new to the Top 30. Keep a close eye on them.
🟦	Games that are really on the move. These games have jumped up several places on the poll.
🟩	Favorites that have maintained their popularity among the Top 30.

1

10,453 POINTS

TEENAGE MUTANT NINJA TURTLES

Leo, Raph, Mike and Don have come a long way from the sewers to the dizzying heights of first place.

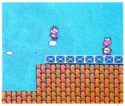


2

6,886 POINTS

ZELDA II—THE ADVENTURE OF LINK

More than a year in the top 10, we think that Link has finally earned the right to be called a "classic."

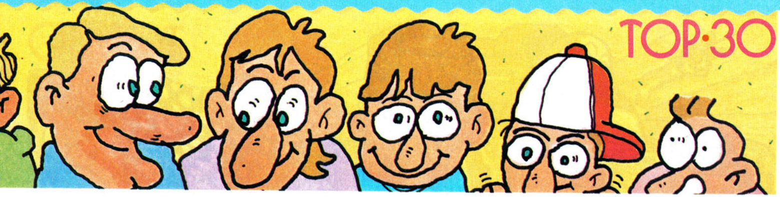


3

5,992 POINTS

SUPER MARIO BROS.2

A lot of players are still losing sleep over the World of Dreams. The trick is to eat your veggies!



TOP·30

4
5,262
POINTS

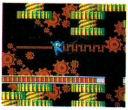
NINJA GAIDEN

If you've battled through the Malice Four you know what dedication is all about. Apparently, you're not alone.

5
4,653
POINTS

DRAGON WARRIOR

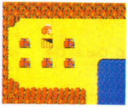
The Kingdom of Alefgard may be threatened by the Dragonlord, but there's an army of avid adventurers out to get him.



6
4,339
POINTS

MEGA MAN II

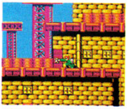
One of the hottest games of the past year, Mega Man II is still hanging in there at number six.



7
3,508
POINTS

THE LEGEND OF ZELDA

Talk about legends; the staying power of Zelda is a legend in itself. It's never left the top 10.



8
3,483
POINTS

BIONIC COMMANDO

Since its release over a year ago, Bionic Commando has stormed into the hearts of NES players.

9
3,124
POINTS

FAXANADU

Anyway you spell it, Faxanadu has a lot of vowels. It also has a lot of adventure packed into it.

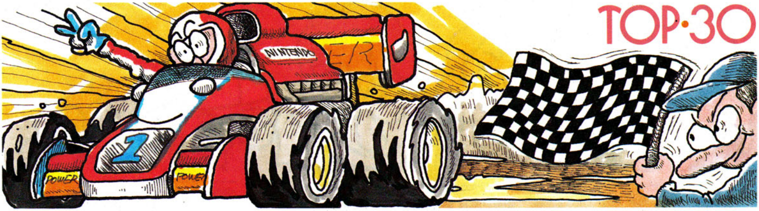
10
2,698
POINTS

BLASTER MASTER

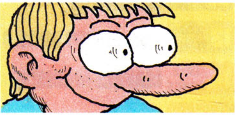
Who says frogs and plutonium don't mix? Jason, that's who. His quest to save Fred is still a favorite.

11	2,345 POINTS	TECMO BOWL
12	2,141 POINTS	NOBUNAGA'S AMBITION
13	2,026 POINTS	SUPER MARIO BROS.3
14	1,992 POINTS	MARBLE MADNESS
15	1,877 POINTS	STRIDER
16	1,839 POINTS	BAD DUDES
17	1,836 POINTS	ROBOCOP
18	1,832 POINTS	MEGA MAN
19	1,825 POINTS	BATMAN
20	1,719 POINTS	METROID
21	1,508 POINTS	CASTLEVANIA II—SIMON'S QUEST
22	1,507 POINTS	WHO FRAMED ROGER RABBIT
23	1,483 POINTS	GHOSTBUSTERS
24	1,458 POINTS	DOUBLE DRAGON
25	1,455 POINTS	MIKE TYSON'S PUNCH-OUT!!
26	1,382 POINTS	BLADES OF STEEL
27	1,338 POINTS	CONTRA
28	1,254 POINTS	NFL FOOTBALL
29	1,249 POINTS	METAL GEAR
30	1,213 POINTS	THE GUARDIAN LEGEND

TOP·30



Players' Picks

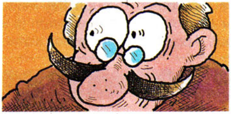


	GAME	PTS
1	SUPER MARIO BROS. 2	3402
2	ZELDA II-THE ADVENTURE OF LINK	3005
3	TEENAGE MUTANT NINJA TURTLES	2856
4	MEGA MAN II	2293
5	NINJA GAIDEN	2192
6	ROBOCOP	1836
7	BATMAN	1825
8	SUPER MARIO BROS. 3	1574
9	THE LEGEND OF ZELDA	1248
10	BAD DUDES	1132
11	CASTLEVANIA II	961
12	GHOSTBUSTERS	933
13	DOUBLE DRAGON II	923
14	BLASTER MASTER	819
15	BIONIC COMMANDO	795
16	STRIDER	783
17	SUPER MARIO BROS.	762
18	BASES LOADED	730
19	DISNEY'S DUCK TALES	725
20	METROID	696
21	MIKE TYSON'S PUNCH-OUT!!	670
22	CONTRA	665
23	TECMO BOWL	615
24	DRAGON WARRIOR	585
25	THE ADVENTURES OF BAYOU BILLY	545
26	MEGA MAN	524
27	METAL GEAR	512
28	SUPER OFF ROAD	503
29	FAXANADU	453
30	BLADES OF STEEL	438

AMERICA'S FAVORITE VILLIAIN IS A WART!

SMB2, or the War of the Wart, continues to captivate NES players across the country. How long can it last?

Pros' Picks

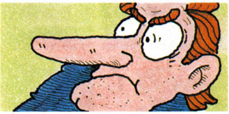


	GAME	PTS
1	DRAGON WARRIOR	2814
2	BIONIC COMMANDO	2688
3	ZELDA II-THE ADVENTURE OF LINK	2474
4	THE LEGEND OF ZELDA	2260
5	NOBUNAGA'S AMBITION	2141
6	MEGA MAN II	2046
7	BLASTER MASTER	1879
8	NINJA GAIDEN	1737
9	FAXANADU	1713
10	MEGA MAN	1308
11	THE GUARDIAN LEGEND	1213
12	STRIDER	1094
13	METROID	1023
14	TEENAGE MUTANT NINJA TURTLES	975
15	ULTIMA	952
16	LEGACY OF THE WIZARD	904
17	SUPER MARIO BROS. 2	856
18	MIKE TYSON'S PUNCH-OUT!!	785
19	METAL GEAR	737
20	SOLOMON'S KEY	714
21	BASEBALL STARS	690
22	SHADOWGATE	619
23	CASTLEVANIA II	547
24	CASTLE QUEST	523
25	TECMO BOWL	476
26	SUPER MARIO BROS. 3	452
27	WIZARDS AND WARRIORS	381
28	CASTLEVANIA	357
29	WHO FRAMED ROGER RABBIT	333
30	THE ADVENTURES OF LOLO	309

ALEFGARD SAVED BY PRO DRAGON WARRIORS!

Slaying dragons and rescuing princesses may be a tough way to make a living, but somebody has to do it.

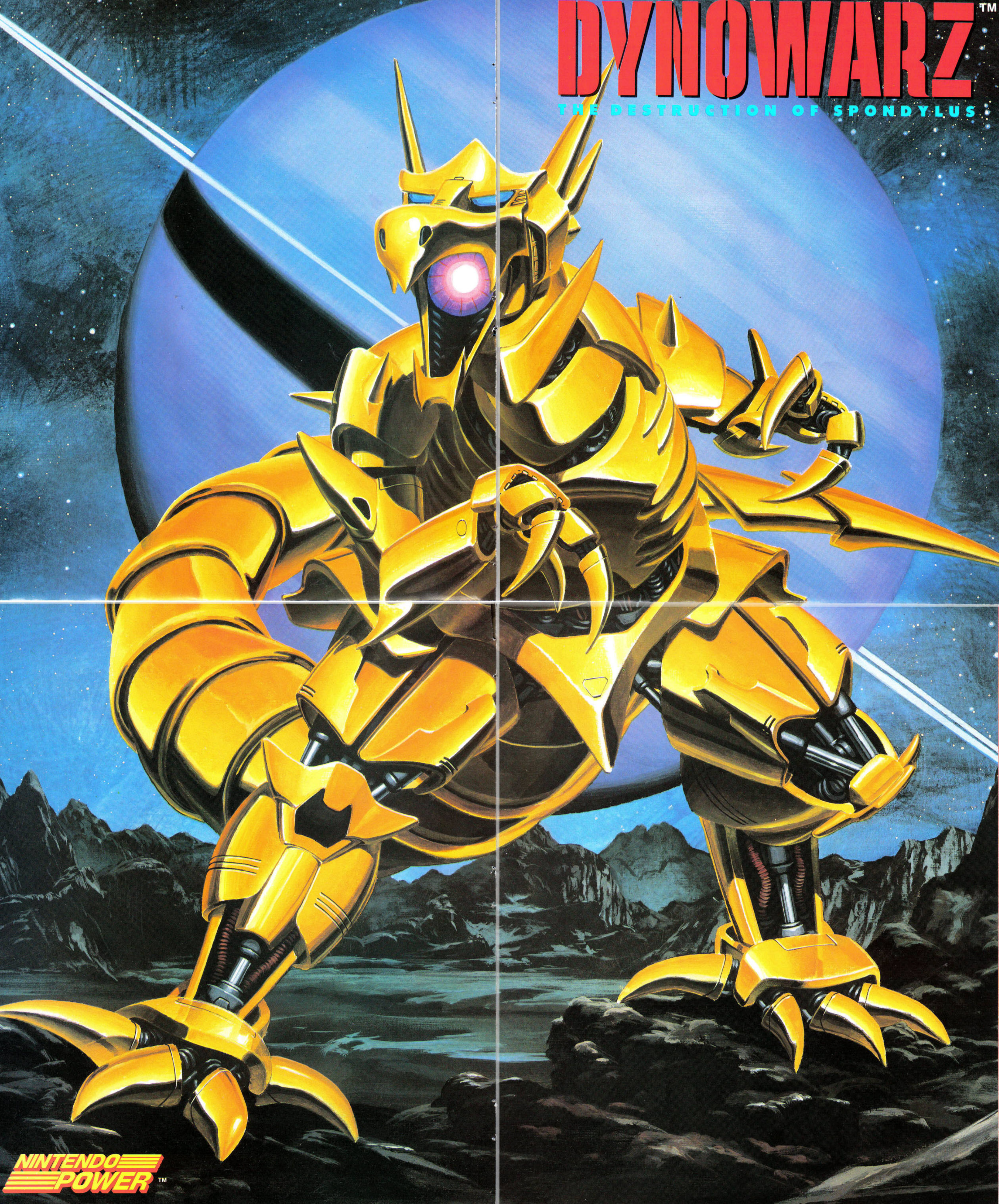
Dealers' Picks



	GAME	PTS
1	TEENAGE MUTANT NINJA TURTLES	6622
2	MARBLE MADNESS	1922
3	SUPER MARIO BROS. 2	1734
4	DOUBLE DRAGON	1458
5	ZELDA II-THE ADVENTURE OF LINK	1407
6	NINJA GAIDEN	1333
7	NFL FOOTBALL	1254
8	TECMO BOWL	1254
9	DRAGON WARRIOR	1254
10	TETRIS	1192
11	WHO FRAMED ROGER RABBIT	1174
12	PAPERBOY	1087
13	FAXANADU	958
14	JORDAN VS. BIRD: One on One	957
15	BLADES OF STEEL	944
16	WHEEL OF FORTUNE	867
17	JOHN ELWAY'S QUARTERBACK	845
18	THE ADVENTURES OF BAYOU BILLY	817
19	WRESTLEMANIA	737
20	RAMPAGE	715
21	BAD DUDES	707
22	R.C. PRO-AM	694
23	PINBALL	693
24	CONTRA	673
25	MAJOR LEAGUE BASEBALL	657
26	DONKEY KONG CLASSICS	647
27	EXCITEBIKE	638
28	JEOPARDY!	612
29	TECMO BASEBALL	598
30	GHOSTBUSTERS	550

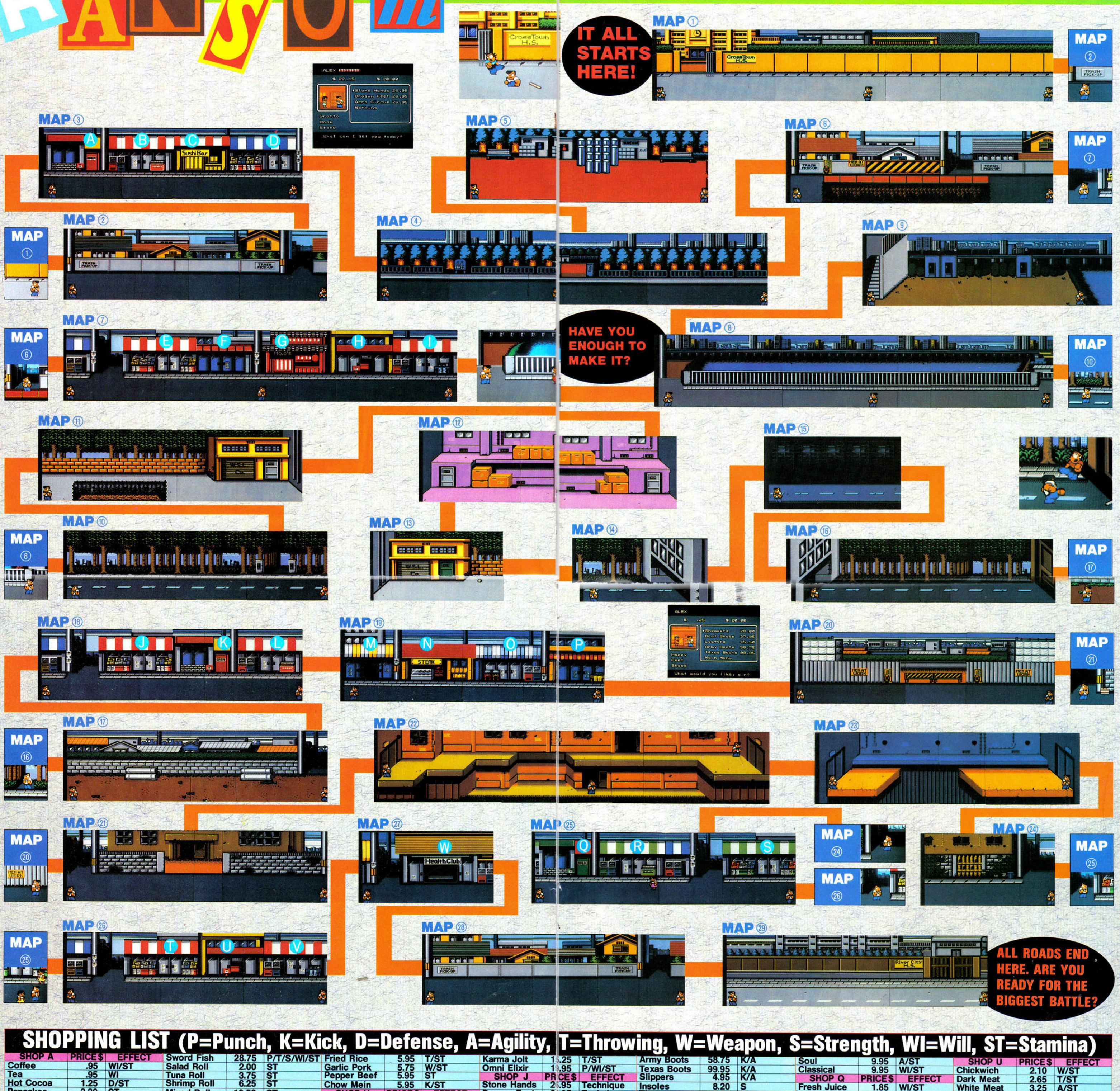
RAD REPTILES RATE RETAIL RAVE REVIEWS!

The Dealers' dearly love those pizza nibbling ninjas, and so does just about everyone else in America.


DYNOWARZ™
THE DESTRUCTION OF SPONDYLUS
NINTENDO POWER™

River City™ RANSOm

Slick's got y ur girl, but you've got a map! You'll need to keep your sleeves rolled up as you attempt to w rk your way through some of the meanest, nastiest gangs in the city. Generic Dudes, Frat ys, and Internationals will stop at nothing to stop you. And they will, unless you can find the bosses. Each one has a clue as to which boss you'll need to find next. But they ain't talking o nobody unless you prove you're tougher than they are. So, get ready for some of the best o-fisted action yet!



IT ALL STARTS HERE!

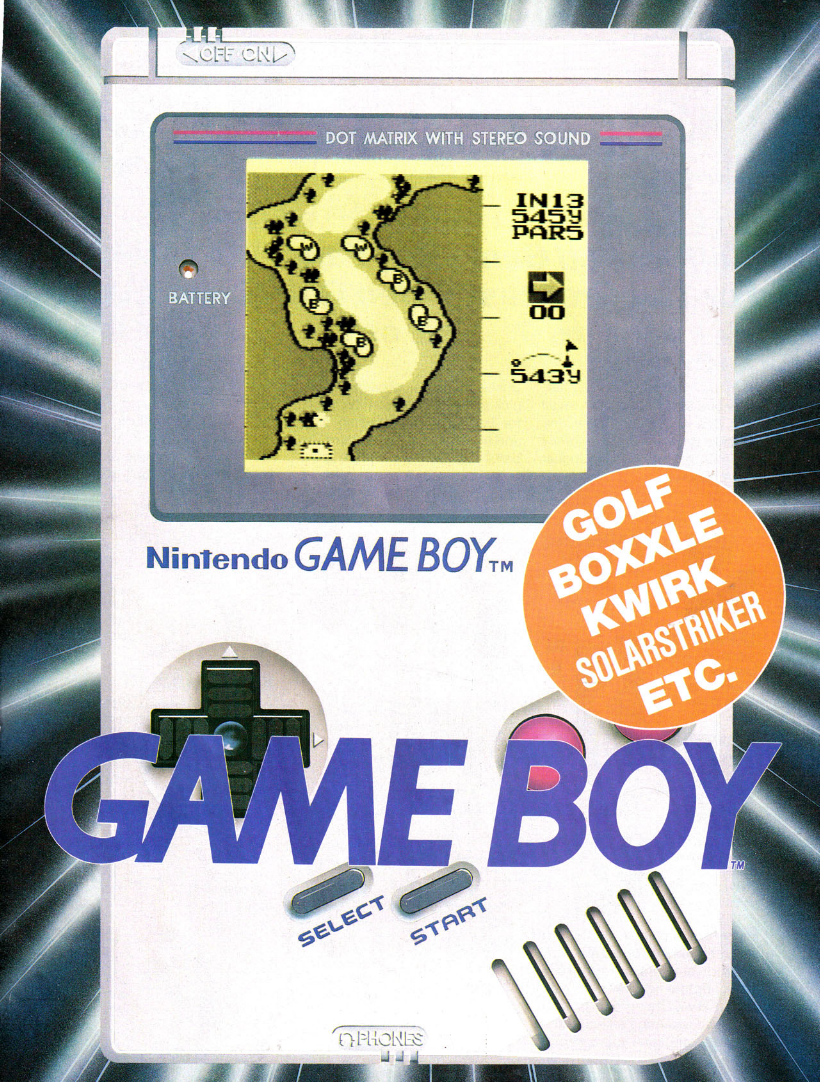
HAVE YOU ENOUGH TO MAKE IT?

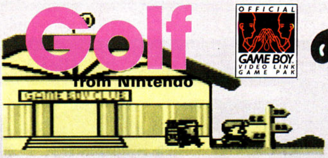
ALL ROADS END HERE. ARE YOU READY FOR THE BIGGEST BATTLE?

SHOPPING LIST (P=Punch, K=Kick, D=Defense, A=Agility, T=Throwing, W=Weapon, S=Strength, WI=Will, ST=Stamina)

SHOP A	PRICE $	EFFECT
Coffee	.95	WI/ST
Tea	.95	WI
Hot Cocoa	1.25	D/ST
Pancakes	3.30	ST
Waffles	4.10	A/S/ST
SHOP B	**PRICE $**	**EFFECT**
Donut	0.80	WI
Muffin	.90	A/ST
Bagel	.90	D/ST
Honey Bun	.90	S/ST
Croissant	1.00	ST
SHOP C	**PRICE $**	**EFFECT**
Egg	2.25	P/ST
Octopus	2.25	W/ST
Squid	2.25	T/ST
Conger Eel	3.75	D/ST
Prawn Eel	6.00	S/ST
Salmon	8.25	P/WI/ST
Ark Shell	9.00	W/WI/ST
Sea Urchin	11.50	T/WI/ST
Halibut	18.50	D/WI/ST
Sword Fish	28.75	P/T/S/WI/ST
Salad Roll	2.00	ST
Tuna Roll	3.75	ST
Shrimp Roll	6.25	ST
Mixed Roll	10.50	ST
SHOP D	**PRICE $**	**EFFECT**
Stone Hands	26.95	Technique
Dragon Feet	26.95	Technique
Acro Circus	26.95	Technique
SHOP E	**PRICE $**	**EFFECT**
Scandal Rag	4.50	D/WI
Comic Times	6.50	W/D/WI
Mystic Seer	15.00	A/WI
Nuclear Spy	9.95	S/WI
Indian Lore	28.75	WI
SHOP F	**PRICE $**	**EFFECT**
Salad Paris	2.35	ST
Onion Soup	3.50	ST
Cornish Hen	27.75	T/WI
Veal Walle	36.00	S/WIST
SHOP G	**PRICE $**	**EFFECT**
Egg Roll	3.50	D/ST
Fried Rice	5.95	T/ST
Garlic Pork	5.75	W/ST
Pepper Beef	5.95	ST
Chow Mein	5.95	K/ST
SHOP H	**PRICE $**	**EFFECT**
Merv Burger	2.00	W/ST
Cheese Merv	2.25	T/ST
Fish Merv	2.50	A/ST
Mondo Merv	3.45	WI/ST
Milk	.85	ST
Iced Tea	.95	WI
Soda	1.10	W/ST
Merv Melt	2.00	D/ST
Merv Fries	1.50	ST
Merv Rings	1.50	S/ST
Apple Pie	2.00	A/ST
Spicy Chili	2.75	D/ST
Smile	Free	?
SHOP I	**PRICE $**	**EFFECT**
Vita-mints	2.10	WI/ST
Digestol	4.95	WI/ST
Recharge!	9.75	S/WI/ST
Karma Jolt	15.25	T/ST
Omni Elixir	19.95	P/WI/ST
SHOP J	**PRICE $**	**EFFECT**
Stone Hands	26.95	Technique
Dragon Feet	26.95	Technique
Fatal Step	37.50	Technique
SHOP K	**PRICE $**	**EFFECT**
Ice Cream	3.50	A/ST
Roman Shake	4.25	W/ST
Cola Float	4.75	D/ST
Nero Pizza	5.25	ST
Lasagna	5.25	ST
SHOP L	**PRICE $**	**EFFECT**
Mint Gum	.95	S/WI
Lollipop	.95	T/WI
Jaw Breaker	.95	W/WI
Rock Candy	1.95	P/WI
Fudge Bar	.95	K/WI
SHOP M	**PRICE $**	**EFFECT**
Sneakers	23.00	K/A
Boat Shoes	37.95	K/A
Loafers	45.50	K/A
Army Boots	58.75	K/A
Texas Boots	99.95	K/A
Slippers	4.95	K/A
Insoles	8.20	S
Thongs	9.75	K/A
Sandals	19.95	K/A
Mod Boots	59.75	K/A
SHOP N	**PRICE $**	**EFFECT**
Sirloin	4.95	P/T
Rib-eye	5.95	P/A
T-bone	6.95	P/D
Lamb Leg	11.95	P/WI
SHOP O	**PRICE $**	**EFFECT**
Maze Craze	52.75	K/WI/ST
Decathlete	57.50	S/WI/ST
Hyper Ball	57.50	W/T/WI/ST
Techno Belt	27.25	S/ST
Teddy Bear	28.00	S/ST
SHOP P	**PRICE $**	**EFFECT**
R & B	9.95	S/ST
Rock	9.95	P/ST
Pop	9.95	D/ST
Soul	9.95	A/ST
Classical	9.95	WI/ST
SHOP Q	**PRICE $**	**EFFECT**
Fresh Juice	1.85	WI/ST
Lemon Tea	2.35	WI
Herbal Tea	2.35	S/ST
Carrot Cake	4.15	W/ST
Pound Cake	4.15	P/K/ST
SHOP R	**PRICE $**	**EFFECT**
Sugar	1.00	WI/ST
Toll House	1.00	D/ST
Maple Pecan	1.00	S/ST
Oatmeal	1.00	P/ST
Brownie	1.00	W/ST
SHOP S	**PRICE $**	**EFFECT**
Stone Hands	26.95	Technique
Dragon Feet	26.95	Technique
Grand Slam	57.50	Technique
SHOP T	**PRICE $**	**EFFECT**
Stone Hands	26.95	Technique
Dragon Feet	26.95	Technique
Javelin Man	78.25	Technique
SHOP U	**PRICE $**	**EFFECT**
Chickwich	2.10	W/ST
Dark Meat	2.65	T/ST
White Meat	3.25	A/ST
Combination	4.00	WI/ST
Milk	.85	ST
Iced Tea	.95	WI
Soda	1.10	W/ST
Lemonade	1.85	D/ST
Gravy	1.50	ST
Biscuits	1.50	S/ST
Corn Cobber	2.25	A/ST
Cole Slaw	2.85	A/ST
Smile	Free	?
SHOP V	**PRICE $**	**EFFECT**
Vita-mints	2.10	WI/ST
Date Saver	7.95	WI/ST
Love Potion	9.95	ST
Antedote 12	10.00	S/WI/ST
Karma Jolt	15.25	S/ST
SHOP W	**PRICE $**	**EFFECT**
Sauna	3.50	WI/ST

GAME BOY


OFF ON
DOT MATRIX WITH STEREO SOUND
IN13
545y
PAR5
00
543y
BATTERY
Nintendo GAME BOY TM
GOLF
BOXXLE
KWIRK
SOLARSTRIKER
ETC.
TM
SELECT
START
PHONES

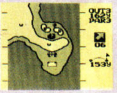

Golf
from Nintendo
GAME BOY CLUB

OFFICIAL GAME BOY VIDEO LINK GAME PAK

Golfers and Game Boy Fans Alike Will Go For The Greatest Video Golf Game Ever!

TAKE A TOUR OF TWO GOLF COURSES

Thirty six holes of sprawling fairways and well kept greens await you! This is Golf for Game Boy. Practice on the "Japan" course and then go pro on the tougher "USA" course.

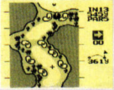

OUT3 152Y PAR3
06
153Y

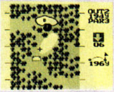
JAPAN 3rd

One shot over the water will land you on the green. Go for a birdie.

JAPAN 13th

With these wide fairways you should hit the green in two shots.


IN13 545Y PAR5
00
361Y

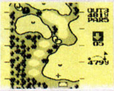

OUT2 194Y PAR3
06
196Y

USA 2nd

Hit the ball long and high to avoid the trees—not too hard though!

USA 3rd

A sparse fairway and an uneven green make this one a challenge.

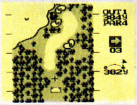

OUT3 481Y PAR5
05
479Y

Every hole is unique. Some have several bunkers spread throughout and some are surrounded by water. Before you take on each hole, survey the grounds from overhead, examine a close-up of the green and plan your strategy.

TEE OFF!

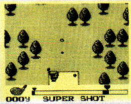
Check the wind, choose a path, pick your club and set the angle for your first shot. Swing long and try to get a good piece of the ball. After each shot, you'll know how far the ball went and how long you have left to go to reach the green.

OVERVIEW


OUT1 384Y PAR4
03
382Y

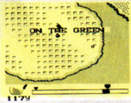
Get a good look at the hole before you tee off.

TEE SHOT


000Y SUPER SHOT

Hit both marks on your swing to add power.

ON THE GREEN


ON THE GREEN

Arrows indicate the slope of the green.

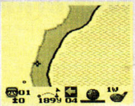
BIRDIE!

One under par is cause for celebration.

CHOOSE THE RIGHT CLUB

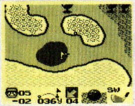
Each club hits the ball differently. Some sticks are good for distance and some will dig you out of a tough lie. A cross section view on the screen lets you know just how deep the ball is buried.

ON THE FAIRWAY


01 ±0 189Y 04 1W

Woods are powerful and can carry the ball a long way on the fairway.

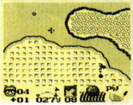
IN THE BUNKER

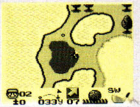

05 -02 036Y 04 SW

Wedges and irons are good for lift to get you out of the sand trap.

IN THE ROUGH

Irons cut through deep turf, but the ball doesn't go far.


04 +01 027Y 08 PW

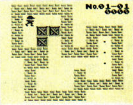

02 ±0 033Y 07 SW

Light rough is no problem.

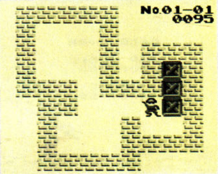
Boxxle

from FCI

This one's a real puzzler. In a warehouse with little room to move, it's your job to put bulky boxes into their proper places. The only way to move them is by pushing. It's a real challenge to keep from getting cornered.



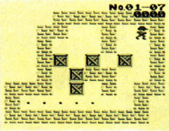
Move each box to cover a dot.



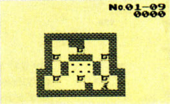
A SIMPLE IDEA MAKES FOR A DEEP AND CHALLENGING GAME

IT'S EASY TO BEGIN

At the beginning, the warehouses are small with few boxes, but they quickly get larger and more crowded.



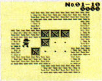
THEN THE GOING GETS TOUGH



There are 110 different puzzles!

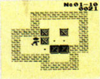
THE CHALLENGE AND REWARD INCREASE FROM STAGE TO STAGE

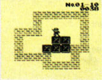
Solve the puzzle in as few steps as possible. Your reward will be higher if you cover less ground. Think about it first, then move.



Plan ahead. Extra moves decrease your reward.

Push lightly and don't get cornered.





Good job! It's all in order now.

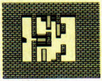
Kwirk

from Acclaim

Kwirk, a hip tomato with shades and a sense for adventure, must work out the many mysteries of an underground maze to find Tammy, his troubled tomato friend. Through several rooms of varying complexity, he negotiates blocks, turnstiles and gaping holes to reach his goal.

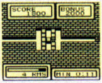
GOING UP?

From floor to floor, Kwirk climbs up to the top of the maze.



HEADING OUT?

Time is tight here. Bonuses are your reward for quick solving.



A COOL TOMATO WORKS THROUGH THE UNDERGROUND TO SAVE HIS FRIEND

SET YOUR OWN GOALS

Choose the complexity of the puzzles and the number of rooms that you must solve to reach your goal. The most challenging puzzles have a lot of obstacles in a very small space.

TURNSTILE TROUBLE

Where you'll end up depends on the shape of the turnstile and how you approach it.

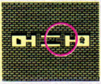
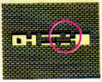


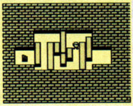
Figure out how to move the turnstiles to open up the way ahead.

Move on to the next obstacle.



MOVE 'EM OUT

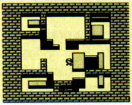
Don't move blocks too far. If you push one against the wall, you may not be able to move it back.



Push blocks to make space.

LAND FILL

Large gaps in the floor can be filled if you manipulate the blocks just right.



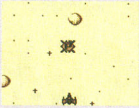
Push blocks into holes to make a smooth surface.

SolarStriker

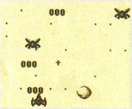
from Nintendo

Travel to a strange world and take on an army of invaders in this first space adventure for Game Boy. You'll pilot the amazing SolarStriker through six alien-infested stages to the heart of the planet.

POWER UP!

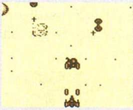


Collect "P" symbols for extra firepower.

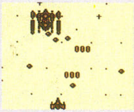


Power up again for triple shots.

STAGE 1

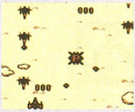


Blast through space.

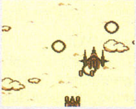


Stay in the middle and avoid the shower of shots.

STAGE 2

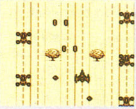


Fly into the atmosphere of the planet.



Fly around the enemy when it dives.

STAGE 3



Buzz down onto the surface.

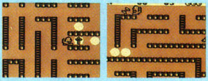
More challenges await in stages 4, 5, and 6.

GAME OVER
TOP SCORE
0087700
SCORE
0087700

Coming Up! New for Game Boy!

Asmik World

The new name for the Asmik dinosaur is "Boomer," (Not "Bronty" as reported last issue) and he's ready to bounce into a Game Boy adventure against the clock and a bunch of roaming creatures.

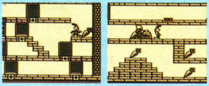


Nemesis

Word has it that this "Gradius" style game from Konami may be out for Game Boy later this year.

Bugs Bunny

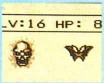
Roger who? The rabbit that knows where it's at is Bugs Bunny and he's making his way to Game Boy. Kemco/Seika is working on this adaption of their NES hit.



Selection

Kemco/Seika is working on this RPG for Game Boy. What we've seen of this one looks promising. More details later.

A wise magician offers help.



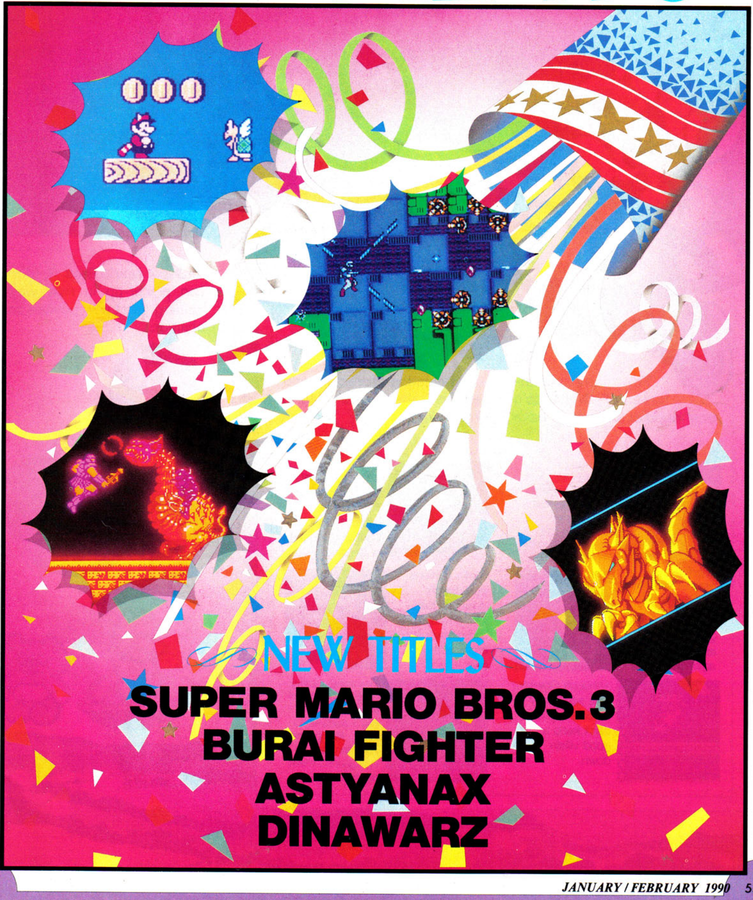
Watch out for evil creatures.

More To Come

Rumors are many on the Game Boy development front. Before the year is over, we may see upwards of 40 titles. The possibilities include a "Hit and Sink" warship game, which should be fun for Video Link-ups, a Game Boy adventure for Acclaim's character Kuros of "Wizards and Warriors" fame, and a Spider-man game from LJN. We'll keep you posted.

START THE NEW YEAR WITH THESE PREVIEWS OF FOUR HOT NEW GAMES!

PREVIEWS



NEW TITLES

SUPER MARIO BROS. 3
BURAI FIGHTER
ASTYANAX
DINAWARZ

SAVE THE MAGICAL MUSHROOM

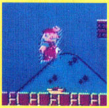
SUPER MARI

A new chapter in the swashbuckling NES adventures of Mario and Luigi begins soon! The Mushroom Worlds are threatened by Bowser the Koopa

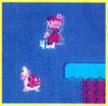
THE MARIO BROS. LEGEND CONTINUES!

The early adventures of Nintendo's most popular characters have become video game classics. For interesting characters and settings, the Super Mario Bros. series is tops!

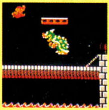
SUPER MARIO BROS. 1



This game introduced the Mushroom Kingdom, which was really only the entrance to the seven Mushroom Worlds.

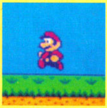


The Koopas, made their debut in the original SMB. Our heroes only had a few power-up items to use against them.

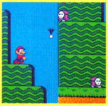


Although Bowser was seemingly defeated, you can't keep a good villain down.

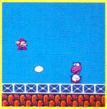
SUPER MARIO BROS. 2



The brothers were joined by the Princess and Toad in the battle against Wart in the Land of Dreams.



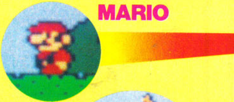
Wart's minions were tough. However, the four adventurers had a few new tricks of their own.



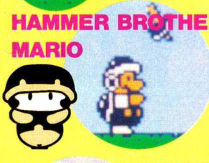
The zany variety and challenge of mini-bosses were second to none. Mario and his friends conquered them all in the end.

In Super Mario Bros. 3, Mario can power-up in new ways, gaining great new powers and abilities.

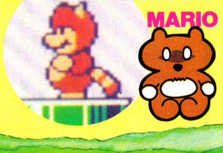
MARIO



HAMMER BROTHER MARIO



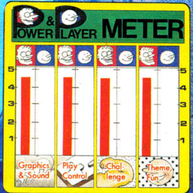
TANOOKI MARIO



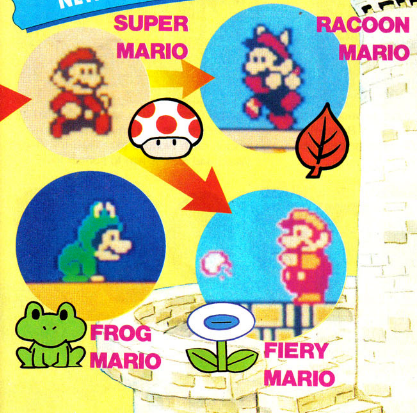
TM Nintendo of America Inc.

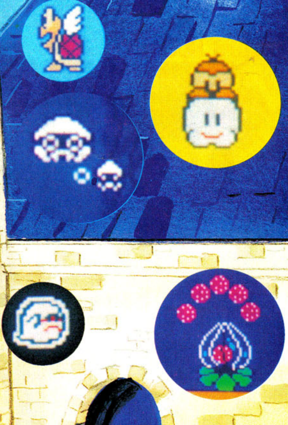
WORLDS IN
BROS. 3™

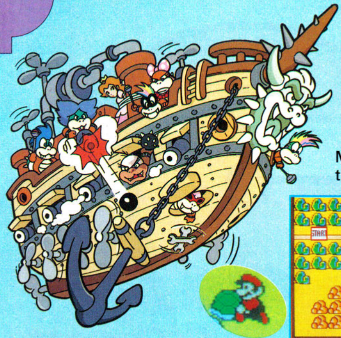
King and his seven evil Koopa children! It's up to the brothers to save the day!



NEW POWER-UPs FOR MARIO!

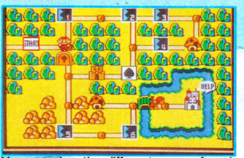

SUPER MARIO
RACOON MARIO
FROG MARIO
FIERY MARIO



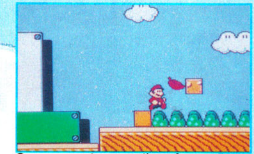


THE MUSHROOM WORLDS

The Mushroom Kingdom which Mario encountered in the original Super Mario Bros. was actually only the entrance to the seven Mushroom Worlds. Each of the Worlds—Grassland, Desert, Ocean, Giants, Sky, Ice and Pipes—has many sections, adding to the depth and challenge of Mario's adventure. As the names of the Worlds suggest, they all have different terrain, but each has some common features.

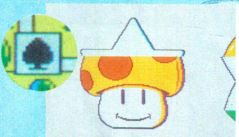


You can view the different areas of each World on the Map Screen. Some Worlds take up two or more screens!



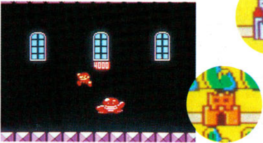
Once you enter a section of a Mushroom World, the scene switches to an action view. Horizontal or vertical scrolling is possible.

THE MATCHING GAME



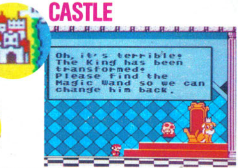
By matching up the three strips to form a complete picture, you can win a prize.

MINI-FORTRESS



Situated in the middle of each World is a Fortress controlled by a Boom-Boom Koopa which blocks further progress.

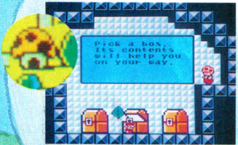
CASTLE



Oh, it's terrible.
The King has been
transformed.
Please find the
Magic Wand so we can
change him back.

In each Castle a King sits transformed by Bowser's magic into an animal. Mario's goal in each World is to retrieve the King's Wand and restore him to human form.

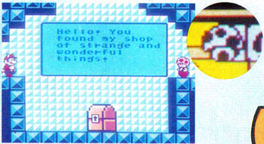
TOAD'S HOUSE



Pick a box.
Its contents
will help you
on your way.

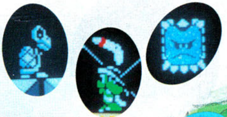
In here, Mario's friend Toad will give him a power-up item. Access it while on the Map Screen by pressing the B Button.

WHITE MUSHROOM HOUSE

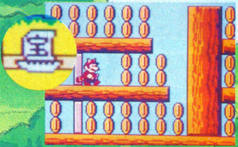


Hello. You
found my shop
of strange and
wonderful
things.

Special bonus items are offered by the Mushroom Retainers living in these distinctive houses.



TREASURE SHIP

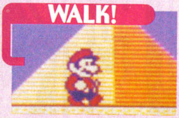


The Treasure Ship will sometimes appear in the place of the Hammer Brother on the Map Screen. Once on board, you can collect many coins.

Although at first each area seems difficult, with practice you will conquer them all. Another of SMB 3's strong points is the great play control which makes possible some amazing moves.

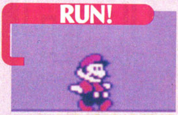
NEW WAYS TO MOVE AND ATTACK

WALK!



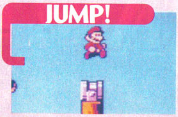
For those rare casual occasions.

RUN!



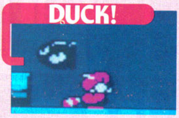
Running fast while holding the B Button down is an important tactic.

JUMP!



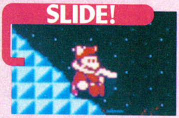
Spectacular leaps are possible with a running start.

DUCK!



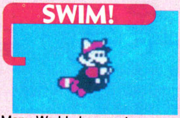
Kneel down to avoid attacks.

SLIDE!



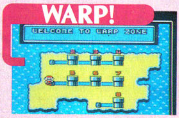
Mario can slide down hills and wipe out any enemies on the slope.

SWIM!



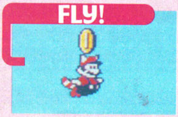
Many Worlds have watery sections to swim through. The Frog suit makes these much easier.

WARP!



You'll need to find the well hidden Whistles to accomplish this maneuver.

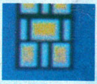
FLY!



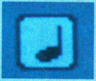
Yes, it's true; Mario can fly as Racoon or Tanooki Mario. Flying will bring many secret coins and items within Mario's reach.

NEW KINDS OF BLOCKS!

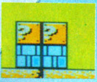
Mario will encounter a large variety of blocks in the expanded Mushroom World. As in the original Super Mario Bros., some contain hidden power-ups.



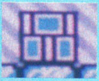
Normal Blocks are breakable when Mario is big.



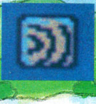
Note Blocks are bouncy and can be tricky to move around on.



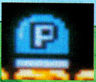
Question Blocks contain coins or power-up items.



Ice Blocks can be picked up and tossed around.



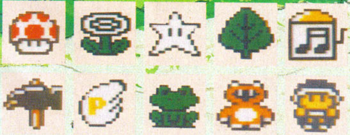
Wood Blocks can also contain items, but are unbreakable.



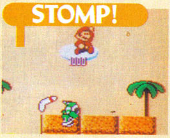
Switch Blocks will turn normal blocks into coins and vice-versa.

TEN GREAT ITEMS!

The items you get from Toad or the Hammer Bros. can be stored in the small subscreen you can access on the Map screen. Make good use of these valuable Power-ups!!

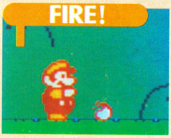


STOMP!



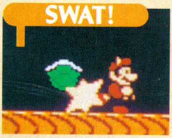
This tried and true attack will squash just about any enemy.

FIRE!



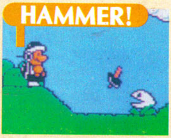
Like in the original, Mario can throw fireballs as Firey Mario.

SWAT!



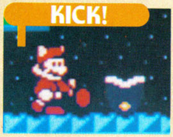
Use the Racoon Tail to whack the enemy.

HAMMER!



If you can't beat 'em, join 'em. You can toss hammers as Hammer Brother Mario.

KICK!

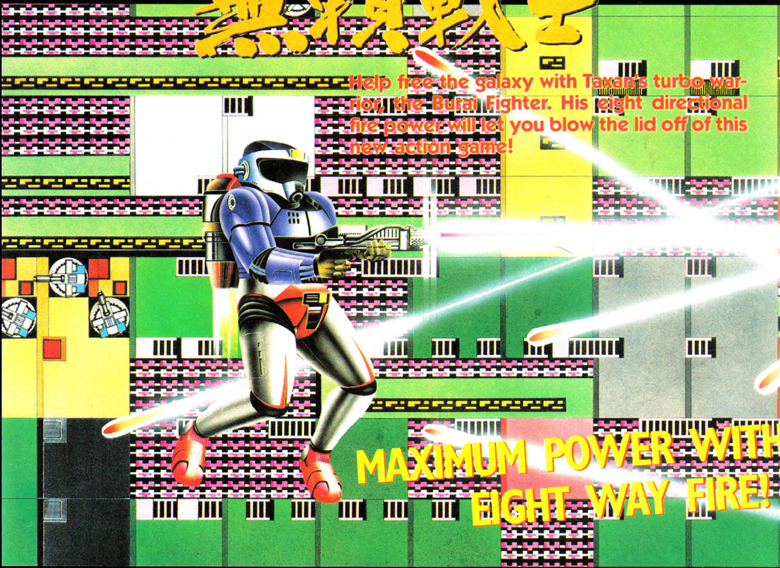


Kick 'em when they're down.

You have more tricks and items than ever Mario! Hurry up and save our World!!!

BURAI FIGHTER™

無頼戦士

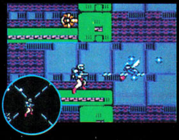


Help free the galaxy with Taxan's turbo warrior, the Burai Fighter. His eight directional fire power will let you blow the lid off of this new action game!

POWER-UP WITH THE BIG 4!

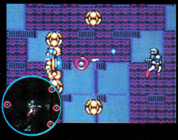
LASER Ⓛ

A stream of super-charged light will give you a cutting edge.



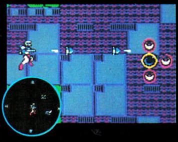
RING Ⓡ

Like a sonic weapon capable of passing through solid objects leaving no place to hide!



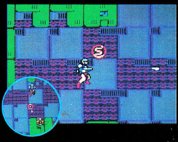
MISSILES Ⓜ

Missiles round out the arsenal of the Burai Fighter. They come in unlimited quantity.

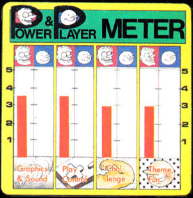


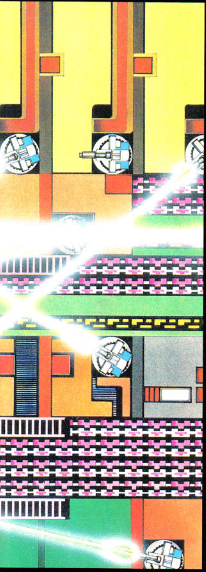
SPEED Ⓢ

Speed gives this space warrior cat-like reflexes to jet out of some of the worst situations.



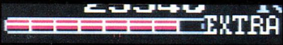
TM&© 1989 Taxan USA Corporation

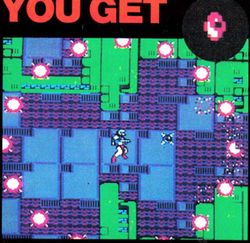




AND FOR WHEN YOU GET IN TROUBLE...

After defeating enemies or their gun turrets, these little fireballs contain a power that will bail you out of a really bad situation. One touch of the A Button and wham! The resulting explosion sends your enemies back to where they came from.

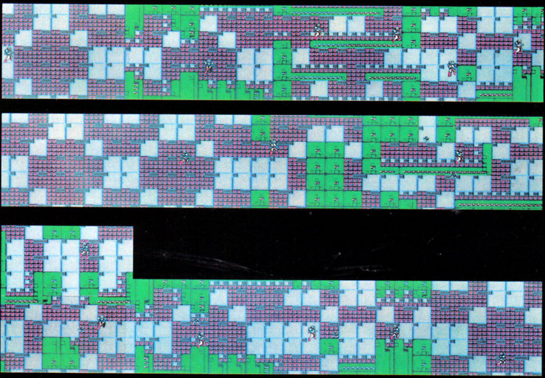




The more you fill-up your gauge, the more times you will be able to use this power.

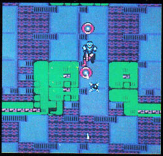
STAGE 1

Stage 1 is a twisting maze of deadly walls and blazing gun turrets. Enemies may attempt to run you down or shoot at you. Movement through here can be treacherous.



WATCH OUT FOR WHAT YOU MIGHT LEAVE BEHIND!

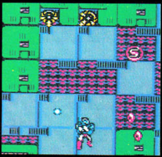
You have to be very careful on how you scroll the screen while traveling through here. You might lose something you need.



Once you move it off the screen, it's gone so take time to figure out what you want.

EIGHT DIRECTIONAL FIRING WILL GIVE YOU AN EDGE.

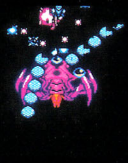
Eight directional fire can be a little difficult to get used to. Some weapons fire in opposite directions of the way you face.



Remember to practice firing at diagonal angles. It's the only way to get to some enemies.

LOOK OUT! YOU'VE JUST FOUND THE FIRST BOSS!

Stage 1's boss is nasty. He doesn't move real fast but his arms can reach a country mile.



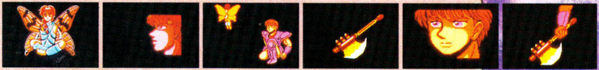
You'll have to dodge his arms as you fire at him. Try some diagonal shots at those really hard spots.

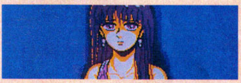
ASTYANAX™

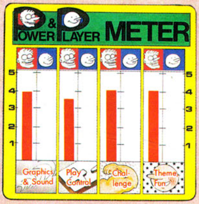
TM&© 1989 Jaleco USA, Inc.

TRAPPED IN A DEADLY FANTASY WORLD!

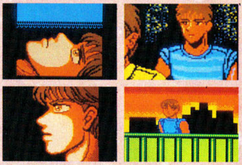
It can be fun to imagine visiting a fantasy world of wizards, warriors and dragons. But what would it be like to be trapped in such a world, with the only path back to reality blocked by an army of hostile monsters? This is the test faced by the title character of Astyanax, a future game for the NES from Jaleco. Although Astyanax has weapons and spells to help him, it is a long and dangerous journey he faces. Astyanax features big, colorful characters and great cinema scenes that tell the story well.

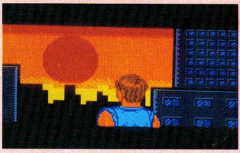




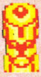


In a flash of magical light, Astyanax has been teleported to Remlia, where Blackhorn the wizard is attempting to conquer the world. In order to return home, Astyanax must rescue Princess Rosebud of Remlia.





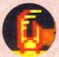
BUILD UP POWER BY COLLECTING ITEMS



Items which raise Astyanax's power levels can be found in the Gold Statues he encounters along his way. Two hits with the axe will break them open so he can retrieve these items.

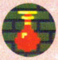
POWER SUPPLY

Collect these and Astyanax's striking power increases.



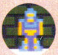
POTION

Red and Blue potions restore lost life.



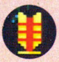
1-UP

This will give Astyanax an extra life.



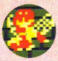
WING

This enables Astyanax to swing his weapon at a quicker pace.



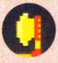
CUTIE

She can change weapons or increase spell power.

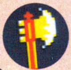


CHANGE WEAPONS

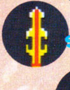
Astyanax can use three weapons. Collect this item to switch between them.



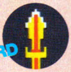
AXE



SPEAR



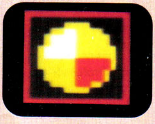
SWORD



ASTYANAX HAS POWERFUL SPELLS!

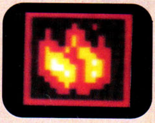
BIND

This freezes enemies for a short period of time. It uses little spell energy and can be quite useful.



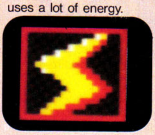
BLAST

A magical fireball which inflicts damage on all enemies in range. Very few enemies can survive this blast.

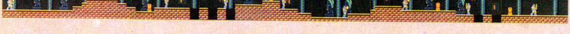


BOLT

Causes extreme damage to all enemies on the screen. It will destroy all but the bosses, but it uses a lot of energy.

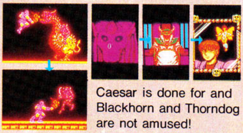


STAGE 1-1 REMLIA



CAESAR RIDES A CREATURE

Caesar's mount can detach its head as a weapon. Keep hitting the head until it's defeated, then attack Caesar. Use Bolt or Blast for a quicker victory.



Caesar is done for and Blackhorn and Thorndog are not amused!

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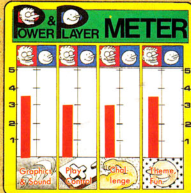
DYNOWARZ

THE DESTRUCTION OF SPONDYLUS

RID THE SOLAR SYSTEM OF HUGE MECHANICAL LIZARDS

Gigantic beasts have invaded the Spondylus Solar System. Using their awesome might and computerized minds, they have driven all living creatures below the surface and spread a virus to the Life Support Systems. Only one man, the deranged Dr. Branius, could possibly be behind this evil plot. It is up to Professor Proteus, a former colleague of Dr. Branius and the creator of the Spondylus planets, to stop this mindless destruction before everything is gone. His new Cyborasaurus is just the machine for the job.



WEAPONS

In his Cyborasaurus, the Professor defeats the other Robosaurs and collects their weapons for a powerful assault. Each weapon has a unique form of attack. Some Weapons are more useful than others in particular situations.

PUNCH

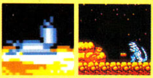
Hit enemies repeatedly to penetrate their shields.

BOMB

The Bomb has a high arc. Stand back and fire.

FIRE BALLS

A few of these exploding balls will blow any Robosaur to pieces.

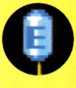


LAUNCH FIST

This super powerful missile comes back like a boomerang after the Cyborasaurus releases it.

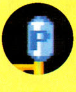
DEFENSES

Professor Proteus finds some items on his way to the planetary core that keep him from losing energy.



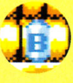
ENERGY

This capsule replenishes the Professor's strength.



POWER

Increase the force of the Professor's weapon with this capsule.

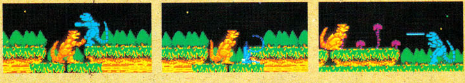


BARRIER

The Barrier capsule adds a shield so that Proteus' energy will not be depleted.

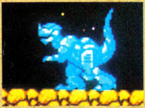
1 TAKE ON THE TERRORS OF THE PLANET'S SURFACE IN THE GIANT CYBORASAURUS

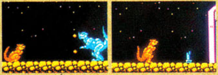
The Cyborasaurus, the most powerful of all Robosaurs, stomps across the terrain of the Spondylus Planets and pulverizes anything in its way.



2 ENTER THE PLANET'S CORE

At the Computer Portal, the Cyborasaurus must defeat the guard of the Life Support System and collect the key.

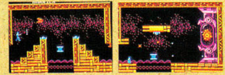




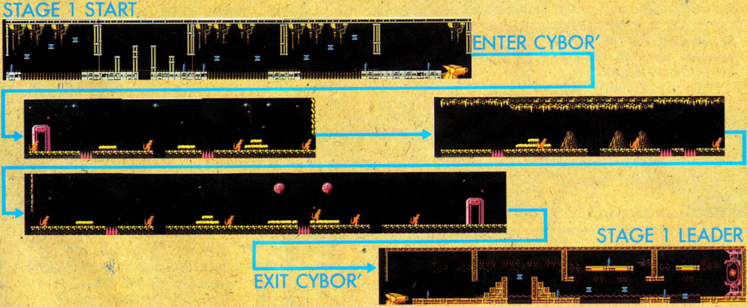
Defeat this powerful creature and enter the Portal.

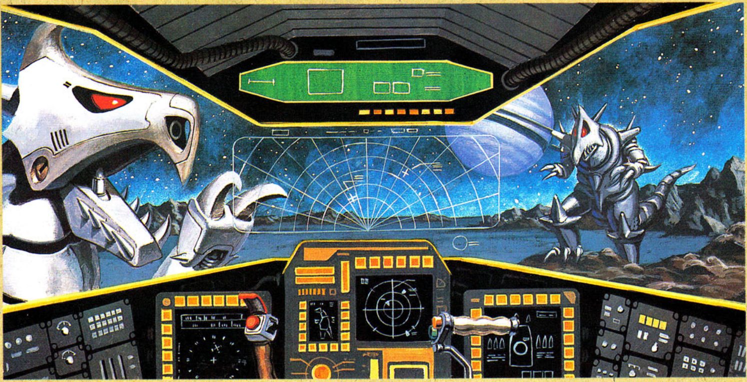
3 MOVE ONTO THE MAIN COMPUTER

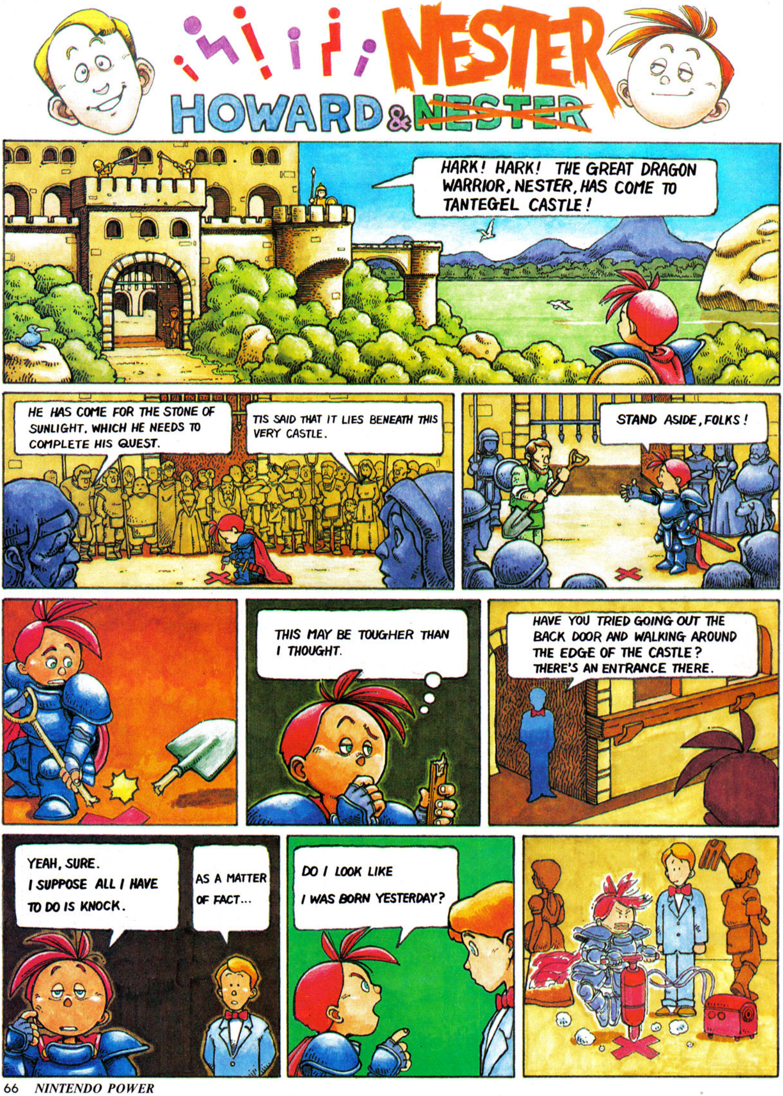
Alone, Professor Proteus fights his way to the Computer and deactivates the virus.

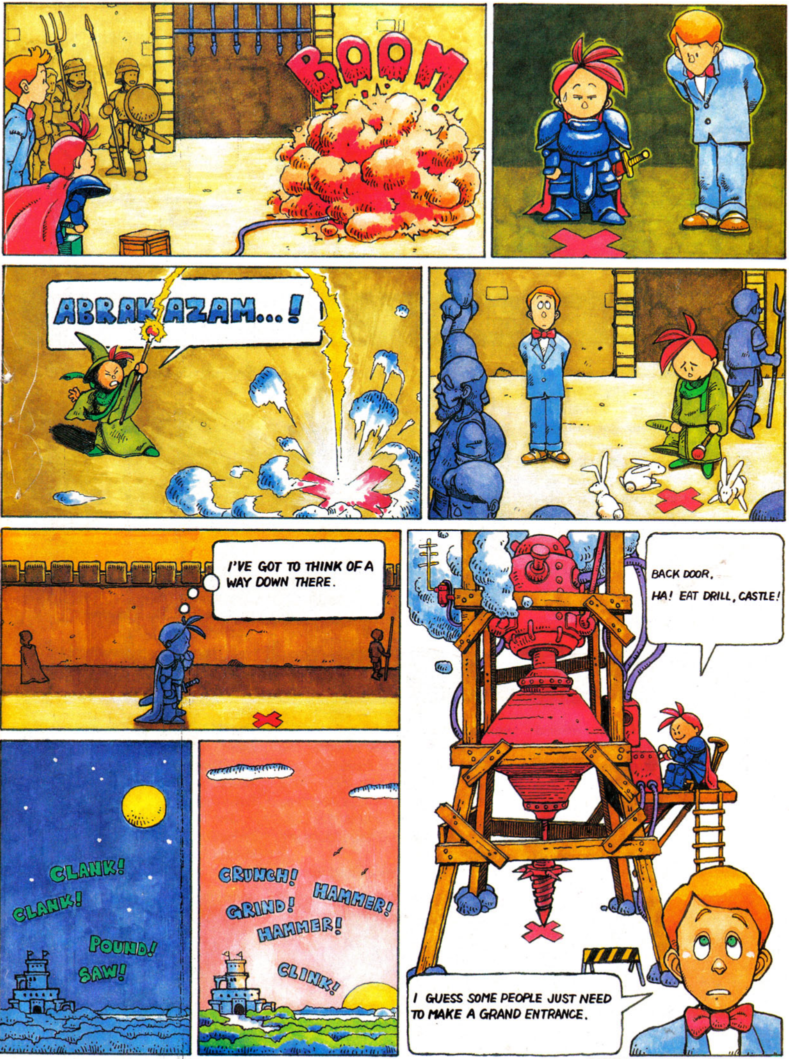


When the virus is gone, return to your Cyborasaurus, victorious.

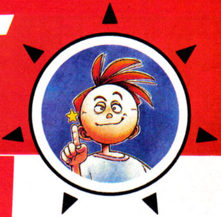





NESTER
HOWARD & ~~NESTER~~
HARK! HARK! THE GREAT DRAGON WARRIOR, NESTER, HAS COME TO TANTEGEL CASTLE!
HE HAS COME FOR THE STONE OF SUNLIGHT, WHICH HE NEEDS TO COMPLETE HIS QUEST.
TIS SAID THAT IT LIES BENEATH THIS VERY CASTLE.
STAND ASIDE, FOLKS!
THIS MAY BE TOUGHER THAN I THOUGHT.
HAVE YOU TRIED GOING OUT THE BACK DOOR AND WALKING AROUND THE EDGE OF THE CASTLE? THERE'S AN ENTRANCE THERE.
YEAH, SURE. I SUPPOSE ALL I HAVE TO DO IS KNOCK.
AS A MATTER OF FACT...
DO I LOOK LIKE I WAS BORN YESTERDAY?

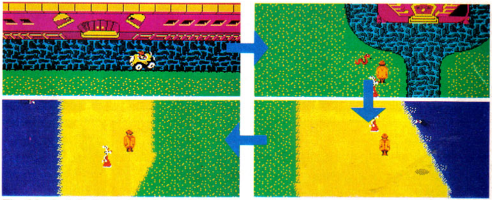

BOOM
ABRAKAZAM...!
I'VE GOT TO THINK OF A WAY DOWN THERE.
CLANK!
CLANK!
POUND!
SAW!
CRUNCH!
HAMMER!
GRIND!
HAMMER!
CLINK!
BACK DOOR.
HA! EAT DRILL, CASTLE!
I GUESS SOME PEOPLE JUST NEED TO MAKE A GRAND ENTRANCE.

COUNSELORS' CORNER!



WHO FRAMED ROGER RABBIT
WHERE ARE THE MAGICAL BUILDINGS?

Benny the Cab will take you just about anywhere in Toontown, but sometimes it's a good idea to get out and explore the unpaved areas on foot. Park Benny at the building that lies just north of the Warehouse and walk east until you hit water. Follow the shore to the south then head east. You should come across two buildings soon. Walk to these magical structures and use all of the items that you have. As you use each item, a new maximum supply of that tool will drop down from the Item Select section of the screen onto the floor. Your pockets will be full of goods in no time.



The Magical Buildings are just off the shore of a lake in Northern Toontown.

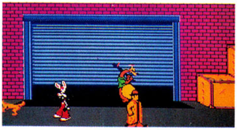
WHO FRAMED ROGER RABBIT
HOW DO I GET PAST THE WAREHOUSE GUARD? WHERE IS THE WILL?

The Baseball Bat armed Weasel that waits outside of the Warehouse is not only strong, he's fast too. Unless you find a way to distract him, he'll beat your character senseless. He's harmless, though, if you know how to deal with him. Toss a Baseball over to him and he will let you reach the door.

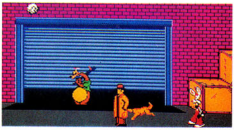
You'll only be able to enter the Warehouse if you have all four pieces of Maroon's Will. One piece of the Will is in Los Angeles, one piece is in a cave in the Outskirts of the city and two pieces are in Toontown.

While you're searching in the Outskirts make sure that you bring plenty of Flashlights to light the way, Rattles to ward off poisonous Snakes, and Spring Shoes to leap over dark holes.

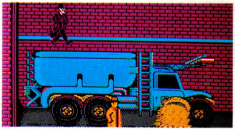
Once you've made it to Doom, be patient, it will take some time to defeat him.



You won't want to get very close to this guy.



A Baseball will distract him.



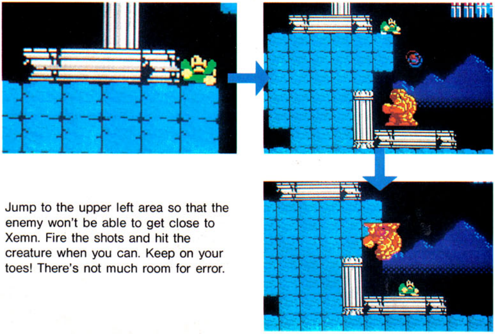
If you've collected the Will, you'll get into the Warehouse.

LEGACY OF THE WIZARD

HOW DO I DEFEAT THE ENEMY THAT APPEARS AFTER I FIND THE FOURTH CROWN?

As you collect each Crown, the enemies that you meet get progressively more difficult to defeat. Roas' Father, Xemn, is the strongest member of the family, so it's a good idea to save him to use to collect the fourth Crown.

After you collect the Crown and are transported to the area where the enemy appears, select the Shield and jump to the highest point just left of the clearing. Select the Knuckle next and aim for the enemy but make sure that you blast each of the enemy's shots. These shots are very strong as two hits will finish Xemn off.

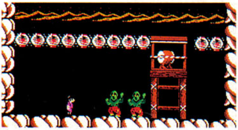


Jump to the upper left area so that the enemy won't be able to get close to Xemn. Fire the shots and hit the creature when you can. Keep on your toes! There's not much room for error.

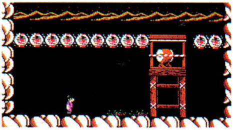
MONSTER PARTY

HOW DO I PASS THE DANCING JAPANESE ZOMBIES IN LEVEL FIVE?

Generally, when you come across strange creatures in this, or any other game, you have to take some offensive or evasive action to pass them. This is not the case with the ghoulish hoofers that inhabit Level Five. When you meet them, they'll ask you to watch them dance. If you try to defeat them with your weapon, nothing happens, but if you just stay in one place and let them waltz around the room for a while, eventually they'll self destruct. Once they're gone, the door will open and you'll be on your way.



They just want to dance!



After a few whirls across the floor, they'll be gone.

GAME PLAY COUNSELOR PROFILES

Name: Derek Whipple

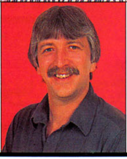
Became Game Counselor: December, 1988
Hobbies: Camping, Computers, Play-By-Mail Games
Highest Game Score: Finished Nobunaga's Ambition
Favorite NES Game: Nobunaga's Ambition

Name: Jon Hamaker

Became Game Counselor: December, 1988
Hobbies: Computers, Music, Arcade Games
Highest Game Score: 9,999,990 on Rush 'N' Attack
Favorite NES Game: Ninja Gaiden

Name: Jeff Hazard

Became Game Counselor: January, 1989
Hobbies: Skiing, Dirtbikes, Drawing, Weight Lifting
Highest Game Score: Finished Dragon Power
Favorite NES Game: Amagon



Name: Greg Olson

Became Game Counselor: October, 1988
Hobbies: Video Game, Fishing, Camping
Highest Game Score: 900,000 on Wizards & Warriors
Favorite NES Game: Dragon Warrior

FAXANADU

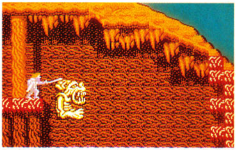
WHERE IS THE RING OF DWARF?

It's important to make sure that you talk to everyone in the towns at least once and sometimes twice. There are a few Gurus that will give you special items only after you have found other items along the way. Such is the case in Conflate. This Guru, who has a guard outside of his chamber, has the Ring of Dwarf and he will give it to you once you've returned with the Helmet, the Battle Suit and the Wand.

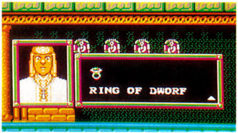
The Helmet is directly left of Conflate behind a door that you can open by using a King Key. The Battle Suit is between Conflate and Daybreak and the Wand is just left and up from the Battle Suit.

When you have collected these items, return to the Guru and collect the Ring. With the Ring, you'll be able to leave the World Tree and move on to the Evil Place.

Once you collect the Dragonslayer Sword in the Evil Place, your character will don the Battle Suit and Helmet.

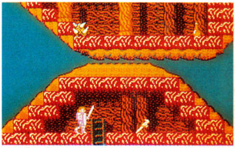


Defeat this creature to receive the Battle Suit.



RING OF DWORF

Talk to this Guru when you have the Helmet, Battle Suit and Wand.

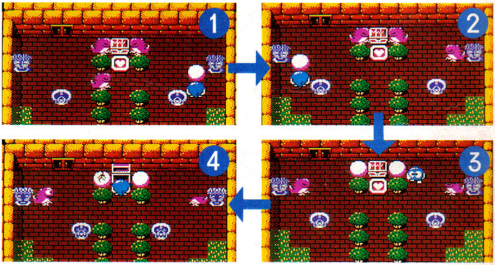


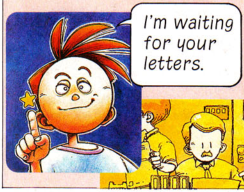
Not far from the Battle Suit, you'll find the Wand.

ADVENTURES OF LOLO

HOW DO I GET THROUGH SECTION 7-3?

The Jewel is surrounded by Medusas and Gols and you must block their shots. The Medusas have a much stronger fire than the Gols so you can use the Gols as barriers between Lolo and the Medusas. (1) Take the Heart Framer on the right, encase the Gol on the right in an Egg and use it to block the rightmost Medusa. The shots from the Gol will not be able to reach the center of the screen. (2) Encase the Gol on the left in an Egg and move it to block the leftmost Medusa. (3) Collect the Heart Framer on the left and, working quickly, encase the Gols on either side of the Jewel. (5) Collect the last Heart Framer and the Jewel!




I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O.. Box 97033
Redmond, WA 98073-9733

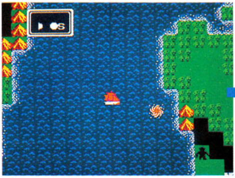
Call us!

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

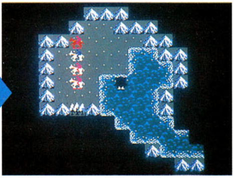
ULTIMA

WHERE IS AMBROSIA? WHERE IS THE SHRINE OF DEXTERITY?

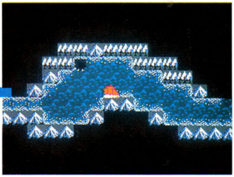
The mysterious Shrines of Strength, Intelligence, Wisdom and Dexterity are located in the land of Ambrosia. For every donation of 100 Gold Pieces at these Shrines, the corresponding attributes of your character will go up one level. To get to Ambrosia, you must have at least one character at the Fifth Level of Experience or higher so that a group of Pirates will come to the shore and attack. After you defeat the Pirates, you can use their Ship to sail the seas. In the Sea of Sosaria, you'll find a Whirlpool that you will take you to Ambrosia. When you reach Ambrosia, you will no longer have a Ship. By searching the southwestern region, though, you will find another one. Take it and sail to the east, past the Whirlpool, and dock next to an abandoned Ship. Just to the north of where you dock, you'll find the Shrine of Dexterity.



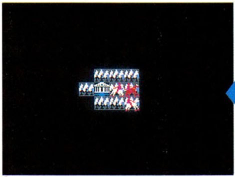
After you capture a Pirate Ship, sail into a Whirlpool and let it take you to Ambrosia.



You'll find another Ship in the southwestern section of Ambrosia.



Sail to the east, past the Whirlpool, and dock next to another Ship.

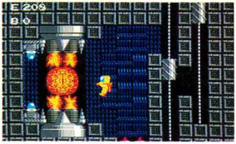


To the north you'll find a clearing and the elusive Shrine of Dexterity.

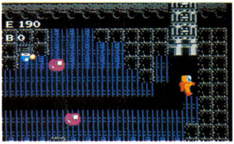
AIR FORTRESS

HOW DO I GET THROUGH STAGE 6?

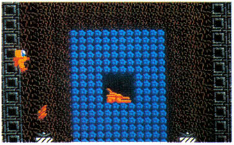
Among the most difficult stages to navigate in this outerspace adventure is Stage 6. When you enter the Fortress, first go as far to the left as you can and take an elevator down. Then move to the right and take a second elevator down. Work your way to the left and down, and take the first passage that you see to the right. You'll come to a third elevator. Descend in the elevator one floor and, when you get out, wind around to the left and down. Then work as far to the right as you can and take the next elevator down. Head to the bottom of the room and take another elevator down. Then move to the left and take an elevator up. When you exit this elevator the passage will lead upward and fork to the left and right. Choose the passage on the left and eventually you will warp to the chamber where the Nucleus controls the Fortress. After you destroy the Nucleus, time will be tight. Quickly go to the exit and when you warp, immediately move up and warp again. You'll be back to the beginning of the Stage. Take the same route that you took before through the first three elevators. And, just before you reach the fourth elevator, move up and warp to the area with the escape vehicle. If you move fast enough, you'll reach the vehicle just before the Fortress self destructs. Good luck!



Defeat the Nucleus and get moving!



Warp to this location and then move up to warp again to the beginning.



Escape before time runs out! There won't be a second to lose.

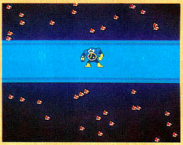
CLASSIFIED INFORMATION

MEGA MAN II

From Agent #317

Stars Sprout Wings

The starfield background shown after you have selected a stage can take on an odd transformation with a quick and easy maneuver. After you have decided which stage you would like to go to, and the border around that stage leader is flashing, press and hold the A and B Buttons and then press the Start Button. The stars will change into the bird-like creatures which inhabit many of the stages.



You won't be seeing stars any more.

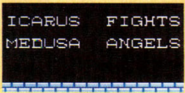
Kid Icarus

ANGEL LAND STORY

From Agent #000

Invincible Icarus

Medusa's minions will be no match for the powerful Pit when he has the benefit of a special Password that our agents have developed. The hero of this classic adventure will be invincible and will start at the beginning of the Overworld Fortress after you enter the Password, ICARUS FIGHTS MEDUSA ANGELS. The points will be phenomenal too! You're sure to receive the best ending with this code!



ICARUS FIGHTS
MEDUSA ANGELS

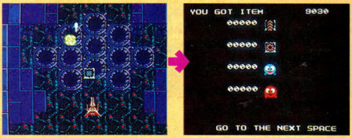
Enter this code for an invincible Icarus.

THE GUARDIAN LEGEND

From Agent #206

Short Cut

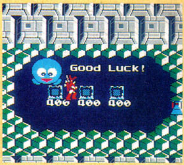
Our agents have found a way to fly through an abbreviated mission in this challenger. You'll be able to fly through just the space scenes and skip the Labyrinths by entering the initials of the game (TGL) as your password. After you complete each space scene, you'll receive special items.



When you complete the space scenes, you'll receive some of the items that are found in the Corridor sections.

Buy Out The Shop

Usually, only one item can be purchased at each shop in The Guardian Legend. If you have enough Chips, though, you can purchase all three items in the shops with a new technique. When you enter a shop, press the Start Button repeatedly to pause and restart the game or activate Slow Motion if you have the NES Advantage. As the action is moving slowly, step up to each item in the shop and purchase them one at a time. You'll get all three items!



Buy the 3 items in Slow Motion.

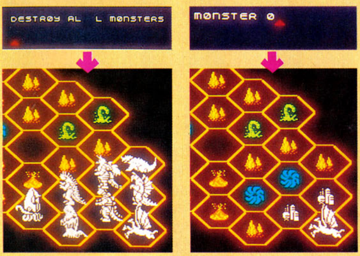
GODZILLA

From Agent #402

Uncanny Codes

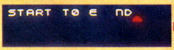
There are a few new variations to the challenge in this earth stomping thriller. Certain word codes will allow Godzilla and Mothra to take on different enemy arrangements.

The most awesome challenge awaits when our horrific heros take on the whole bunch at once. This can be done by entering the code, DESTROY ALL MONSTERS (there is no letter "O" in the code system so, use a zero instead). To meet only Monster Zero in a head-to-head battle at the very beginning, enter the code, MONSTER O. You can also just sit back and take a look at the opening and closing scenes by entering the code, START TO END. Go to it!



DESTR0Y AL L M0NSTERS

M0NSTER 0



START T0 E ND

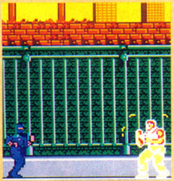
Top Secret! Enter these Codes for an extra tough challenge or to see the end of the game from the very beginning.

BAD DUDES™

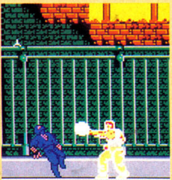
From Agent #711

Powerful Punch!

Agents from all over have tipped us off to a fast and furious punching technique. Hold down the A Button until your fighter flashes and release. A flaming flurry will shoot from his fist and knock down any enemies in the way! This move is especially good to use while your character is fighting in a narrow area, such as a truck or a train. This way the enemies will line up for a quick burst of power.



Hold down the A Button.



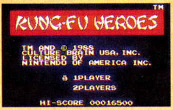
Let go to unleash a flurry!

KUNG-FU HEROES™

From Agent #723

To Be Continued

You'll be on the top of the Kung Fu heap with a quick code that our agents discovered in the Far East. When the game is over, continue in the same stage by holding A and pressing Start!



KUNG-FU HEROES™

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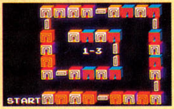
CULTURE BRAIN USA, INC.
LICENSED BY
NINTENDO OF AMERICA INC.

1PLAYER
2PLAYERS

HI-SCORE 00016500

Hold A and Press Start.

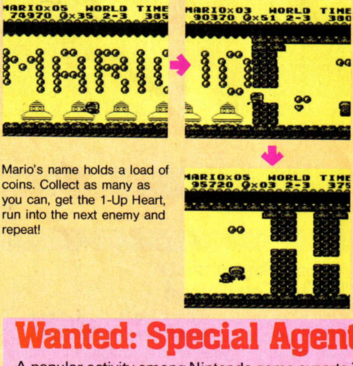


You're off and running again!

SUPER MARIOLAND

From Agent #105
Coin Collection

Mario's fortune will be multiplied many times over when you follow a simple maneuver involving coin collection. In World 2–3, where Mario takes the Marine Pop out for undersea adventure, he'll find his name spelled out in coins. Collect as many of the coins as you possibly can and break out the bricks of the next wall section to uncover a 1-Up Heart. Before Mario hits the next wall, run into an enemy. Mario will start over again just before the coin letters and the total number of lives will not be affected because you collected the 1-Up Heart. Repeat this procedure and continue to collect as many coins as you can. For every 100 coins that you collect, you'll receive a 1-Up!



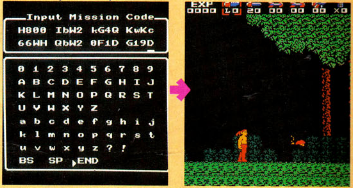
Mario's name holds a load of coins. Collect as many as you can, get the 1-Up Heart, run into the next enemy and repeat!

From Agents #516, #208, #128
Well Trained Warrior

Make a super soldier even more powerful. A team of Special Agents have discovered a code that will enable Rambo to pursue his hostage saving mission without a scratch. Just enter the following Password:

H800 IbW2 kG4Q KwKc
66Wh QbW2 0F1D G19D

The "0" characters in the code are all zeros. When you enter the code, you'll start at the very beginning of the game with Rambo possessing what would seem like normal abilities. When enemies hit him, his energy will go down. When his energy reaches zero, though, he will continue to fight and his energy level will be unaffected by enemy hits.



```
Input Mission Code
H800 IbW2 kG4Q KwKc
66WH QbW2 0F1D G19D
```

He'll be low on energy but undefeated.

At the end of the game, Rambo will have a final confrontation with the sly Murdock. Our agents have found that Rambo can change Murdock into a frog. We won't tell you exactly how he can do this but since Rambo has limited means of communication, you should be able to figure it out.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

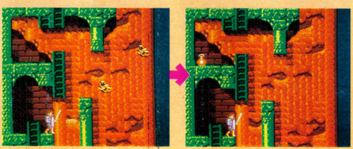
NINTENDO POWER

FAXANADU

From Agent #807

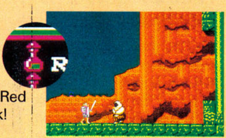
Extra Items

There are a few locations in the Elven World that may be valuable to come back to so that you can defeat enemies repeatedly and earn extra items. Just after you leave the town of Forepaw, you will reach an area with three flying creatures. If you have the Long Sword, you should have no problem in doing away with them. After you beat them, move over one screen to the left, return and beat them again. If you repeat this procedure three or four times, you will get an Ointment which will make you invincible for a short time. The Ointment will be useful when you work your way up from this point, as there are some enemies in that area that could attack before you have a chance to defend yourself.



Defeat these creatures a few times and receive the valuable Ointment.

In the same general area, under the fountain in the sky, you will come across a single, cloaked enemy that uses a magic that is similar to the Deluge. Defeat this creature, leave and return three to four times and eventually you will be rewarded with a Red Potion. It may be a good idea to repeat this procedure a number of times and build up your supply of Red Potions. Good luck!



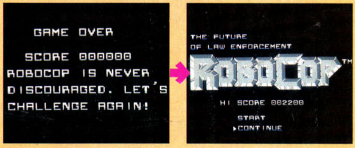
You'll get a Red Potion by repeatedly beating this enemy.

ROBOCOP

From Agent #710

Unlimited Continues

RoboCop can be the unstoppable scourge of the low-life riff raff with a code that our surveillance experts have uncovered out in the field. A screen option that allows you to start over or continue in the stage where you left off appears only a few times per game. When you are no longer given that option automatically, you can make it return with one quick move. When the "Game Over" message appears, press and hold the A and B Buttons and the Select Button. Then press the Start Button. The game will once again give you the chance to start over or continue. Press Select so that the cursor moves to "Continue" and press Start. Good luck. Remember, RoboCop is never discouraged.



```
GAME OVER

SCORE 000000
ROBOCOP IS NEVER
DISCOURAGED. LET'S
CHALLENGE AGAIN!
```

```
THE FUTURE
OF LAW ENFORCEMENT
ROBOCOP™

HI SCORE 002200

START
▸CONTINUE
```

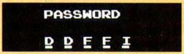
If you are no longer allowed to continue, hold A, B, Select and press Start.

BUBBLE BOBBLE

From Agent #107

Stage Select

It's quick and easy. You'll be able to select any stage from the very beginning. Just enter the Password, DDFFI and change the stage number by pressing the A and B Buttons. Press the Start Button when you've reached the desired stage.



```
PASSWORD

D D F F I
```

Press A and B to change the Stage number.

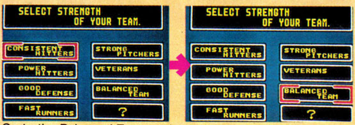
CLASSIFIED INFORMATION

BASEBALL STARS

From Agent #103

Well Balanced Team

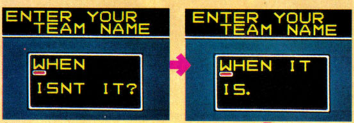
All of our Agents agree that this is one the most challenging baseball games available for the NES. Because of this, they have discovered a method that will help you start out with a strong team so that you can take on the rest of the league. While choosing your line-up, you are given many different options as to what kind of team to build. Use a special roundabout way of getting to the Balanced Team option. The cursor will start in the upper-left corner. Move the cursor by pressing Down, Right, Left, Down, Down, Right and Up on the Control Pad. It will land on the Balanced Team Option. Press the A Button to activate the Balanced Team and the message, WHEN ISNT IT? will appear. Change the message to WHEN IT IS. (include the period) and the members of the team that you end up with will be superior athletes compared to any other available team.



SELECT STRENGTH OF YOUR TEAM.

CONSISTENT HITTERS
STRONG PITCHERS
POWER HITTERS
VETERANS
GOOD DEFENSE
BALANCED TEAM
FAST RUNNERS
?

Go to the Balanced Team option using the method described above.

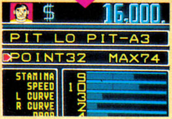


ENTER YOUR TEAM NAME

WHEN ISNT IT?

ENTER YOUR TEAM NAME

WHEN IT IS.



$ 16,000.
PIT LO PIT-A3
POINT32 MAX74
STAMINA 9
SPEED 10
L CURVE 3
R CURVE 2

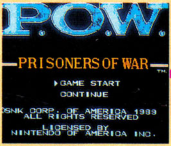
Change the question into an answer and you will be rewarded with a well practiced team of Baseball Stars.

P.O.W.

From Agent #925

21 Gun Salute

The mission has been laid out for Special Agent Bart. Armed with only his keen fighting skills and whatever he may find on the way, Bart must infiltrate GOON headquarters and eliminate the leaders before they can establish a worldwide smuggling ring. To give Bart support, Our Special Forces Unit has uncovered an incredible code that will multiply his chances 7 times over. This simple sequence will let you begin your mission with 21 lives instead of the usual 3. When the title screen appears, press A, B, B, Up, Up, Down, Left and Start on the Controller. As the action begins, your character will be backed with 20 lives in reserve!



P.O.W.
PRISONERS OF WAR
▸GAME START
CONTINUE
©SNK CORP. OF AMERICA 1989
ALL RIGHTS RESERVED
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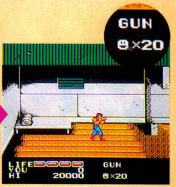
Press A, B, B, Up, Up, Down, Left and Start.



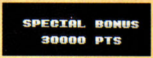
You've got a lot of power now!

GYRUSS

From Agent #113

Points A Plenty

The Chance Stages in this fast flying action game have always been a good place to pick points and now our Agents have found a Special Bonus. To collect 30,000 extra points just hit as many ships in the Chance Stage as the stage number!



SPECIAL BONUS
30000 PTS

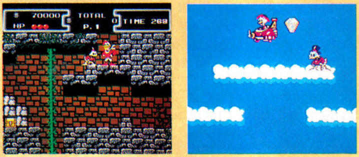
Hit 4 Ships in the Stage 4 Chance Stage for a big Bonus!

DuckTales

FROM AGENT #013

Bonus Stage Revealed

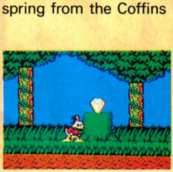
Our experts have discovered the secret to the mysterious Bonus Stage that Uncle Scrooge occasionally stumbles on while flying back to Duckburg with Launchpad. If Uncle Scrooge's fortunes for the current stage add up to a number with a 7 in the 10,000 digit (fifth digit from the right) then Launchpad will take Uncle Scrooge to a special Diamond packed area in the clouds before they reach Duckburg!



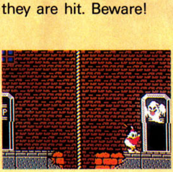
If the fifth digit from the right of your score is a 7, let Launchpad take you to a Bonus Round!

Connect and Collect!

Scrooge's quest for the world's five most valuable treasures is packed with many money making opportunities. Agents in the Amazon have found that if Uncle Scrooge swats the foliage covered stumps with his Golf Swing, he will uncover a load of Diamonds! There are similar possibilities in other stages. The Coal Bins in the African Mines produce Diamonds when swatted and the Coffins in Transylvania may also make money for our penny pinching protagonist. More often than not, though, ghosts will spring from the Coffins if they are hit. Beware!



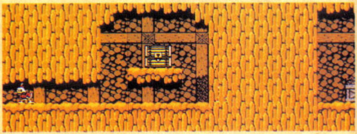
Swat stumps for a Bonus!



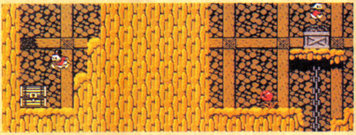
Try not to disturb the Ghost.

1-Up Loop

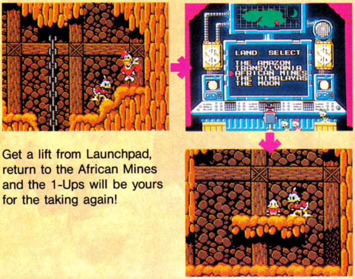
Launchpad's link to Duckburg may prove to be lucrative. Not only can he point Uncle Scrooge in the right direction to the Bonus Stage, but he can also help Scrooge collect extra 1-Ups. In the African Mines there are two 1-Ups. Scrooge will find one after he climbs down the first chain one level and moves to the left through an illusion wall. From there, Scrooge will find another 1-Up if he goes to the left, drops down a level and leaps over a wall to the left. With these two extra characters collected, Scrooge can find Launchpad and return to Duckburg. When Scrooge goes back to the African Mines, the 1-Ups will be there again and ready to give Scrooge even more chances to add to his already large fortune.



Not all walls are as solid as they look!



Leap up and over for a 1-Up treasure.

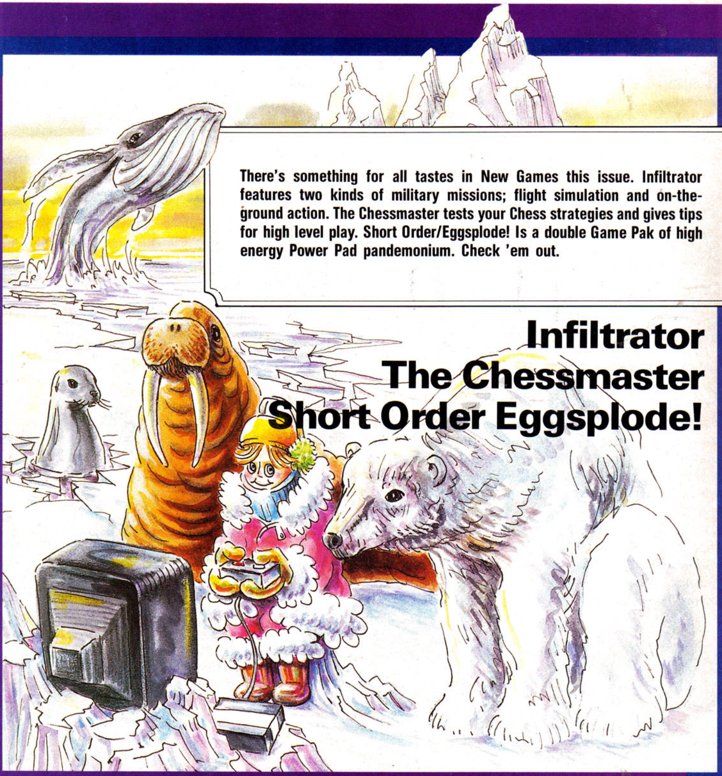


Get a lift from Launchpad, return to the African Mines and the 1-Ups will be yours for the taking again!

WINTER WINNERS!!

New Games

Now Available



There's something for all tastes in New Games this issue. Infiltrator features two kinds of military missions; flight simulation and on-the-ground action. The Chessmaster tests your Chess strategies and gives tips for high level play. Short Order/Eggsplode! Is a double Game Pak of high energy Power Pad pandemonium. Check 'em out.

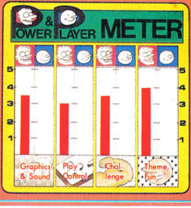
Infiltrator

The Chessmaster

Short Order Eggsplode!

INFILTRATOR
CHRIS GRAY

INFILTRATOR



Captain Johnny "Jimbo Baby" McGibbits (a.k.a. "The Infiltrator") is on the trail of the evil Mad Leader who is threatening to take over the world with his army of misguided followers. There are three enemy bases that Johnny must fly to in his Whizbang Enterprises Gizmo DHX-3 Attack Helicopter. On the ground, he'll have special instructions on what to look for in the bases. We're all with you Johnny!

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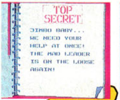
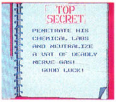
YOUR MISSION



TOP SECRET

JIMBO BABY...
WE NEED YOUR
HELP AT ONCE!
THE MAD LEADER
IS ON THE LOOSE
AGAIN!



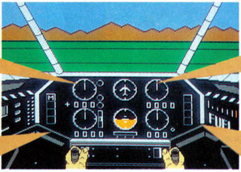
TOP SECRET

PENETRATE HIS
CHEMICAL LABS
AND NEUTRALIZE
A VAT OF DEADLY
NERVE GAS!
GOOD LUCK!

"You will never find me! Ha ha!!"

Take Off In The Gizmo DHX-3!

Fire up the Turbine Thrust Dual Propulsion Engines and lift off when it hits 2300 RPM's. With your super sophisticated guidance and surveillance systems you can track enemy aircraft and knock them out with your heat seeking Missiles.



The Airspeed indicator displays your present velocity.

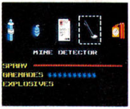
The Tachometer lets you know how many RPM's the engine is revving.

The Altimeter registers how high above the ground you are.

The Directional Compass lets you know your present heading.

START AT ENEMY BASE

Land Near The First Base. Foil the Mad Leader!



MINE DETECTOR
SPRAY
GRENADES
EXPLOSIVES

Your mission is to find enemy Nerve Gas. Five items will help you.

Sleeping Gas

Knock out enemies.

Gas Grenade

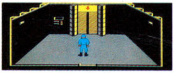
Spread gas to more foes.

I.D. Papers

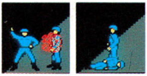
Get by enemy guards.

Use these items, along with the Mine Detector and Explosives to get into the base and neutralize the nerve gas.

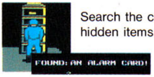
INSIDE THE BUILDING



When you enter the building, a mapping unit at the bottom of the screen will indicate your present position. The map will expand as you explore.

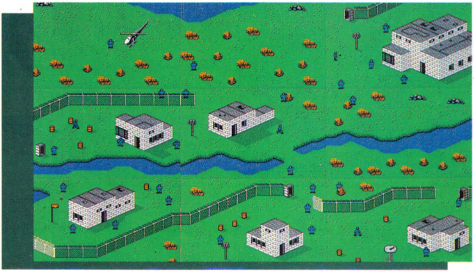


Drop a gas grenade to knock out guards.



FOUND: AN ALARM CARD!

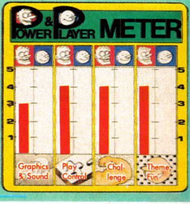
Search the cabinets for hidden items.



THE
CHESSMASTER
Copyright © 1989
THE SOFTWARE TOOLWORKS

The Chessmaster®&©

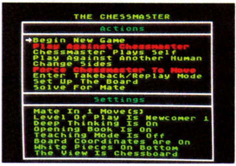
The options are many in this excellent NES version of Chess. Take on The Chessmaster in any of 16 skill levels or play against another person. The Chessmaster gives you ideas for possible moves or it can let you figure it out for yourself. Step back and look at your past moves or charge ahead and attack!



®&© 1989 The Software Toolworks, Inc.

Choose Your Challenge

Both players that are new to Chess, and experts that know all of the moves, can make use of this adaptable Chess simulation. Study advanced situations and opening schemes or just play the game. The choices are yours.



```
THE CHESSMASTER
Actions
→Begin New Game
 Play Against Chessmaster
 Chessmaster Plays Self
 Play Against Another Human
 Change Sides
 Force Chessmaster To Move
 Enter Takeback/Replay Mode
 Set Up The Board
 Solve For Mate
Settings
 Mate In 1 Move(s)
 Level Of Play Is Newcomer 1
 Deep Thinking Is On
 Opening Book Is On
 Teaching Mode Is Off
 Board Coordinates Are On
 White Pieces On Bottom
 The View Is Chessboard
```

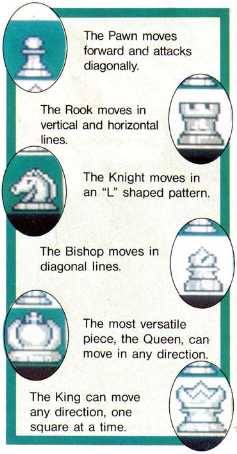
Move first or let your opponent have the honors.

Before playing, set the board up in any way you want.

Watch only the board as you play, or see the action from the War Room and pick up some hints.

Teaching Mode

For players that are unfamiliar with how each piece moves, the Teaching Mode shows all possible moves for selected pieces.



The Pawn moves forward and attacks diagonally.

The Rook moves in vertical and horizontal lines.

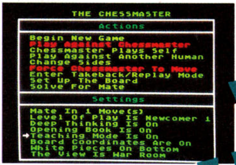
The Knight moves in an "L" shaped pattern.

The Bishop moves in diagonal lines.

The most versatile piece, the Queen, can move in any direction.

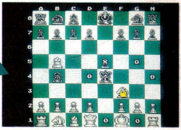
The King can move any direction, one square at a time.

Become a Chessmaster

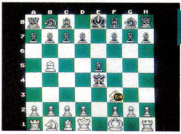


```
THE CHESSMASTER
Actions
 Begin New Game
 Play Against Chessmaster
 Chessmaster Plays Self
 Play Against Another Human
 Change Sides
 Force Chessmaster To Move
 Enter Takeback/Replay Mode
 Set Up The Board
 Solve For Mate
Settings
 Mate In 1 Move(s)
 Level Of Play Is Newcomer 1
 Deep Thinking Is On
 Opening Book Is On
→Teaching Mode Is On
 Board Coordinates Are On
 White Pieces On Bottom
 The View Is War Room
```

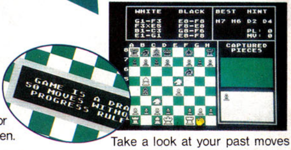
Many of The Chessmaster's options will allow you to fine tune your playing skills.



The Teaching Mode "o" shows all of the possible moves for a particular piece.



In the War Room, get hints for good moves and watch closely for the best move to flash on the screen.



```
WHITE    BLACK    BEST    HINT
G1-F3    E8-F8    H7 H6   D2 D4
F3XE5    F8-E8
B1-C3    G8-F6            PL: 0
E1-G1    E8-F8            MV: 0
CAPTURED
PIECES
```

Take a look at your past moves and learn from your mistakes.

BLACK IS
CHECKMATED

Corner the King of the opposing team and claim victory.

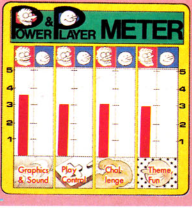
Practice And Win

After you learn from The Chessmaster, try out your new skills on a more difficult level.

ShortOrder TM
© 1989 Nintendo
&
Eggsplode! TM
© 1989 Nintendo

Short Order / Eggsplode!™

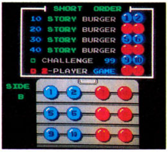
Let's pull out the Power Pad and have some fun. There are two games here and that's better than one. Short Order is a fast food hop. Eggsplode! is so wild you just can't stop. Exercise and test your mind. A better time is hard to find.



TM Nintendo of America Inc.

SHORT ORDER

Make a burger to order and have fun as you play. These crazy creatures want to have it their way.


SHORT ORDER
10 STORY BURGER
20 STORY BURGER
30 STORY BURGER
40 STORY BURGER
CHALLENGE 99
2-PLAYER GAME
SIDE B

Sewer Burger

This one is easy. Make it extra cheesy.

A Big Quack

The duck will eat this tasty treat.

Moss Burger

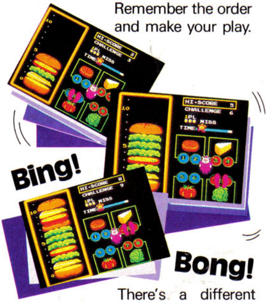
The turtle is slow but you've got to go!

Better get hoppin'. There's no stoppin'.

Hog Burger

This order is big, but then, he's a pig.

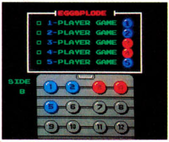
Follow the leader and do as they say. Remember the order and make your play.


Bing!
Bong!
HI-SCORE
CHALLENGE
1PL
MISS
TIME

There's a different note with each pad you hit. Recall the tune and step on it.

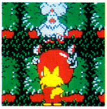
EGGSPLODE!

The hen house is hopping with crafty creatures. Non-stop jumping is what this game features. Get some friends and play together. Be careful not to rustle a feather.

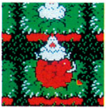

EGGSPLODE
1-PLAYER GAME
2-PLAYER GAME
3-PLAYER GAME
4-PLAYER GAME
5-PLAYER GAME
SIDE B

Stop The Foxes!

The Foxes are smarter than you might assume. The Bombs that they carry pack a big boom. Defuse the load before they explode.



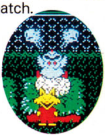
Look out now, here comes the wild Fox.



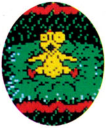
Jump on the Bomb with your socks.

Watch For Eggs

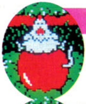
When Eggs show up, here's the catch. Step aside and let them hatch.



This chicken is steamed since her egg broke.

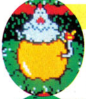


The bomb went off, and that's no joke.



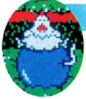
Red Bombs

The most common Bombs are colored red. Don't let 100 points go to your head.



Yellow Bombs

Yellow Bombs aren't too bad, there're 200 points waiting to be had.



Blue Bombs

The best Bombs to get are colored blue as 300 points will come to you.

GOOD
Alright!

VIDEO SHORTS

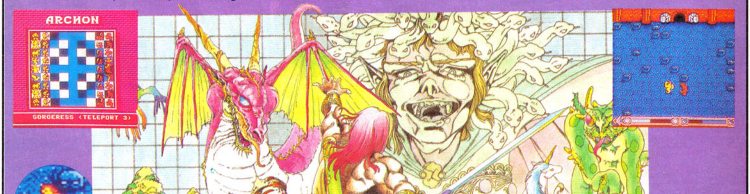
ARCHON™

from ACTIVISION

TM & © 1983, 1984 Electronics Arts, Free Fall Associates

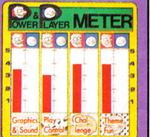
Equal but opposing forces meet in a battle for the occupation of a common land. This is Archon, which, like Chess, is a strategy game on a square "Checker" board with pieces that have their own unique moves. While a Chess board is 8 squares by 8, though, the board for this game is 9 squares by 9. The goal of Archon is to take over the squares in the center of each side and the center of the board. When your fighters meet those from the opposing side in the same square, hand to hand combat will ensue. Only the best fighter will win and gain control of the square.

You can choose to control the army of the Light Side or the Dark Side, against the computer or against another player. Protect your leader as you make your way across the board to claim victory.

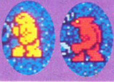


Knights and Goblins specialize in close combat.

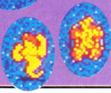
The Wizard and Sorceress have equal strengths.



Golems and Trolls, two on each side, are strong creatures that travel by land.



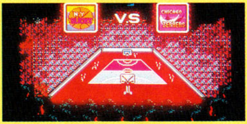
The Djinni and Shapeshifter fly long distances.



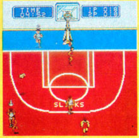
Unicorns, Dragons and even more fighters add to the challenge of this strategic battle.

ALL-PRO BASKETBALL™ from Vic Tokai

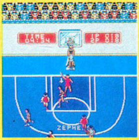
TM & © 1989 Vic Tokai, Inc.



The game play on this new round ball rally may not have much on Double Dribble but All-Pro Basketball does have some unique features. A password allows you to save your place in the All-Pro League standings and one or two players can play, on the same team or head-to-head. Two different color close-up sequences also give this game a different look from other basketball games.

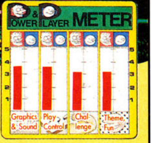


Toss it in and make your way down court.



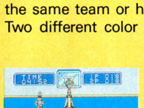
Pass, dribble and shoot.

Watching the play a half court at a time may take some getting used to but it does allow you to see the game up close. Watch where you're passing, move in, or hit the hoop from outside.

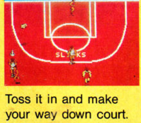


ROAD BLASTERS from Mindscape

© 1989, 1986 Tengen, Licensed to Mindscape Inc.

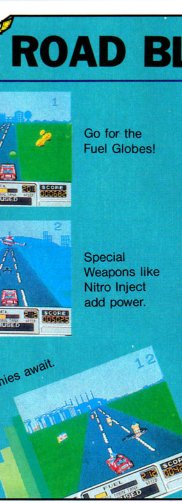


Go for the Fuel Globes!

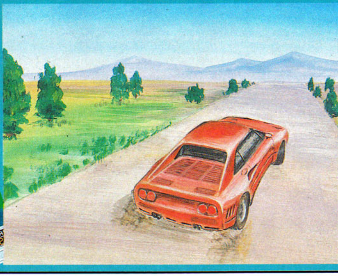


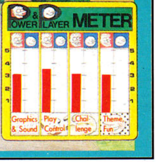
Special Weapons like Nitro Inject add power.

Another arcade hit comes to the NES. This futuristic fight to the finish line is full of obstacles. Fire up your jet-powered racer and scream to the goal. Watch your fuel supply and steer toward Fuel Globes for more power. On your way through Bubble City, the Forest Section, the Desert Region, and beyond you'll encounter enemy vehicles. Take them out with accuracy and you'll gain special bonuses for points and extra fuel.



Many enemies await.





GENGHIS KHAN®

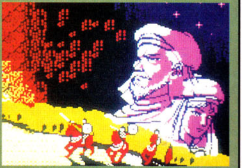
from Koei

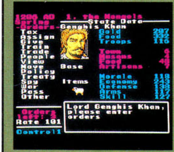
® & © 1989 Koei Corp

It is Spring in the year 1206. As the infamous warrior, Genghis Khan, you have taken it upon yourself to achieve World Conquest. You have the power to control every aspect of your kingdom's operation and growth. You can raise taxes, distribute grain, send out spies, and declare war on neighboring countries.

This is intense role-playing. While most games require quick reflexes and good coordination, here you need a keen sense of strategy and an ability to maintain order in the face of natural disasters and invading armies.

Up to four players can take turns, assuming the roles of different rulers. Go face to face with control of the world at stake.




1206 AD
1. The Mongols
Spring
-Orders-
Tax
Assign
Give
Train
Trade
People
View
Move
Policy
Treaty
Spy
War
Pass
Other
State Data
Base
Items
Control1

Genghis Khan

Gold 207
Food 332
Troops 116

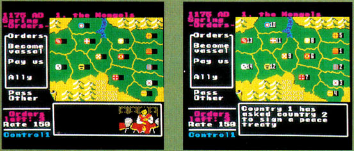
Town 6
Masons 4
Food 48
Artisans 7

Morale 118
Economy 243
Defense 138
Arms 117
Skill 127

Orders left: 3
Rate 101

Lord Genghis Khan, please enter orders

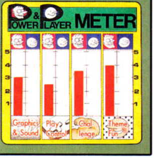
Build your domain.


1175 AD
1. The Mongols
Spring
-Orders-
Orders
Become vassal
Pay us
Ally
Pass
Other
Control1
10
13
11
8
5
1
9
6
14
12
2
7
3
4

Orders left: 3
Rate 150

Country 1 has asked country 2 to sign a peace treaty

Make alliances so that several kingdoms will not attack at once.



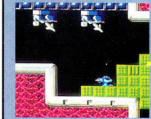
CYBERNOID™

from Acclaim

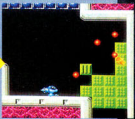
TM & © 1989 Gremlin Graphics, Inc.

Menacing Space Pirates have taken over a series of dangerous caves. In your automated fighting machine, it is your mission to eliminate the Pirates and keep them from taking over the Universe. Even though you have Bombs, Shields, Missiles and other strong weapons in your arsenal, your assignment is still an incredible challenge.

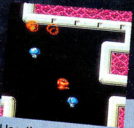
There are three levels of difficulty—Easy, Hard and Lethal and even the Easy level will keep you on your toes and your finger on the fire button. Special Weapons are available only in limited quantities. Use them sparingly as some obstacles are impassable without particular Weapons. Fire up your cybernetic turbo engines and take off!



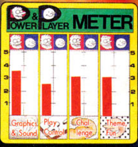
Your Cannon's shots can't reach the blocks below.



A blast from your Bouncers will take them out.



Use the Shields when enemies are abundant.

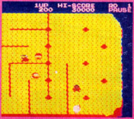


DIG DUG II

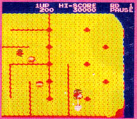
from Bandai

© 1982, 1989 ® Namco Ltd.

In this new version of the arcade classic, Dig Dug, the action is now seen from an overhead view. The same enemies are back, though, and your only weapon is again an Air Hose that you must use to inflate and pop the enemies before they reach you. You can easily walk over the cracks in the ground and, as your enemies float slowly over the cracks, hose them!

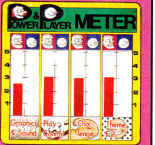


Single out the enemies.



Blast them before the others approach.

Keep moving. Those creepy creatures are always headed your way!

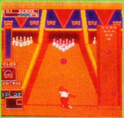


CHAMPIONSHIP BOWLING™

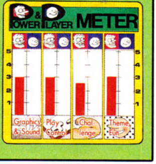
from Romstar

TM & © 1989 Romstar, Inc.

Good timing is important in this first bowling game for the NES. Position your player and stop the Direction Meter at just the right moment to get a good curve on the ball. Then stop the Power Meter when it shows the desired strength for your throw. With some luck, you'll set the ball rolling on a collision course for the pins and clear the alley. Up to four persons can play!



View the action from two angles.

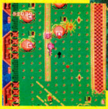


TWIN COBRA™

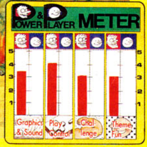
from American Sammy

TM & © 1989 American Sammy Corp.

Pilot a fully equipped, dual-cannon helicopter over land and sea in this new military mission. Enemy Tanks, Planes and Battleships fill the air with fiery debris. Steer around this chaotic clutter, find items to power up your Cannons and drop Bombs on concentrated areas. The key is steady firing and a knack for avoiding offensive power from all directions.



Collect items for extra firepower.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1942

Mark Leifheit ▶	Yorkville, IL ▶	999,950
Nate Young ▶	San Dimas, CA ▶	999,950

BAD DUDES

Darin Yamaga ▶	Costa Mesa, CA ▶	696,100
Adam Albert ▶	Sylvania, OH ▶	691,300

THE ADVENTURES OF BAYOU BILLY

Vincent A. Peri III ▶	East Meadow, NY ▶	517,500

BUBBLE BOBBLE

Gary Weber Jr. ▶	Florence, SC ▶	2,365,790
Brandon Culley ▶	Arlington, WA ▶	2,007,210

COBRA TRIANGLE

Chris Hammond ▶	Redding, CA ▶	1,071,550

CONTRA

Justin Daniel ▶	Stone Mountain, GA ▶	6,553,500
Jaime Joyce ▶	Clementon, NJ ▶	6,553,500
Julian Lamb ▶	Apex, NC ▶	6,553,500
Josh Winter ▶	Ottawa, ON ▶	6,553,500

DEFENDER OF THE CROWN

Ben Engel ▶	York, PA ▶	Finished
Robert Jones ▶	Ilion, NY ▶	Finished

DRAGON WARRIOR

Dwaine Anderson ▶	Springfield, OH ▶	Finished
Elsie Anderson ▶	Baltimore, MD ▶	Finished
Mark Beach ▶	Everett, WA ▶	Finished
Jim Breckett & Dave Kraszewski ▶	Utica, MI ▶	Finished
George Brown ▶	York, PA ▶	Finished
Tim Cowan ▶	Tulsa, OK ▶	Finished
Bret Deitrick ▶	Annandale, VA ▶	Finished
Al Glover ▶	Fort Bragg, CA ▶	Finished
Mike Prebie ▶	Palm Springs, FL ▶	Finished
Raymond Rivera ▶	San Antonio, TX ▶	Finished
George Walls ▶	Elsmere, KY ▶	Finished
Victor Weidman ▶	Sykesville, MD ▶	Finished
Brad Young ▶	Downey, CA ▶	Finished

DUCK HUNT

Adam Gilbert ▶	Sylvania, OH ▶	999,900
Max Huss & Wesley Hice ▶	El Toro, CA ▶	999,900
Aaron Wong ▶	Livermore, CA ▶	999,900

FAXANADU

Harold E. Crocker ▶	Joelton, TN ▶	Finished
Glenn Crowe ▶	Kennewick, WA ▶	Finished
Ezra Exposito ▶	Miami Beach, FL ▶	Finished
Jeremy Green ▶	Punta Gorda, FL ▶	Finished
Rocky Johnson ▶	Riverview, FL ▶	Finished
Edward D. Kane ▶	Topeka, KS ▶	Finished
Rodney & Steven Lesher ▶	Kutztown, PA ▶	Finished
Norma McQuaid ▶	Oceanside, CA ▶	Finished
Chris Miglio ▶	Harper Woods, MI ▶	Finished
David Minter ▶	Owensboro, KY ▶	Finished
David Nelson ▶	Eugene, OR ▶	Finished
Scott N. Perin ▶	Pen Argyl, PA ▶	Finished
Chris Snow ▶	Beaverton, OR ▶	Finished

THE GUARDIAN LEGEND

Robert Bellon ▶	Mullica Hill, NJ ▶	9,999,990
Arnie Sigua ▶	Hawthorne, CA ▶	9,999,990
Richard & Jesse Warmanen ▶	San Diego, CA ▶	9,999,990
Kevin Wells ▶	Bedford, OH ▶	9,999,990
Timothy Nabulsi ▶	Cairo, GA ▶	2,817,720

GYRUSS

Jason Nichols ▶	Perris, CA ▶	5,722,500
Richard Stephan ▶	Woodinville, WA ▶	3,068,250

HUDSON'S ADVENTURE ISLAND

Karen Spignese ▶	Malden, MA ▶	514,900

KARATE CHAMP

Joe Facciani ▶	Johnstown, PA ▶	999,900
Josh Meyers ▶	Independence, MO ▶	999,900
Brian Schuck ▶	Clayton, IN ▶	999,900

KID ICARUS

David Brown ▶	Atlanta, GA ▶	9,999,999
Richard Cundari ▶	Staten Island, NY ▶	9,999,999
Mike Daniels ▶	Muncie, IN ▶	9,999,999
Nicole Oppedisano ▶	Albany, NY ▶	9,999,999
Liam Page ▶	Burlington, VT ▶	9,999,999
Gray Peterson ▶	Milwaukee, WI ▶	9,999,999
Michael Ratliff ▶	Columbus, GA ▶	9,999,999
Jeff Reyes ▶	Virginia Beach, VA ▶	9,999,999
Ian Ross ▶	Novato, CA ▶	9,999,999
Lance Stalorites ▶	West Frankfort, IL ▶	9,999,999

KUNG FU HEROES

Billy Wetherholt ▶	Mantua, OH ▶	1,232,000

LEGACY OF THE WIZARD

Gustavo & Javier Collazo ▶	South Gate, CA ▶	Finished
Todd Cooper ▶	Wenatchee, WA ▶	Finished
Janet Myers ▶	Gulf Breeze, FL ▶	Finished
Ann Wargowsky ▶	Tower, MN ▶	Finished

THE ADVENTURES OF LOLO

Jennifer Feliciano & Nadia Hogg ▶	Grand Blanc, MI ▶	Finished
Felipe Gasper ▶	Mascoutah, IL ▶	Finished
Michael Kasica Jr. ▶	Wallington, NJ ▶	Finished
Connie Warley ▶	Boca Raton, FL ▶	Finished

MARBLE MADNESS

Wayne Montle ▶	Guysville, OH ▶	983,000

MEGA MAN

James Coker ▶	Riverview, FL ▶	9,999,990
Eric Dobbins ▶	Tallahassee, FL ▶	9,999,700

MICKEY MOUSECAPADE

Ryan Gabriel ▶	Columbus, OH ▶	1,534,500

MYSTERY QUEST

Jeffrey A. Samu ▶	Aurora, CO ▶	99,999,900

NINJA GAIDEN

Mike Kirchoff ▶	Colorado Springs, CO ▶	999,900
Eric Oldenslager ▶	Lake Oswego, OR ▶	999,900
Eric Rappa ▶	Canandaigua, NY ▶	999,990
Darrel Summerford ▶	Dover, TN ▶	999,900

PINBALL

Richard Black ▶	North Oxford, MA ▶	999,990
Morty Cohen ▶	Woodbury, NY ▶	999,990

PREDATOR

Brian Fitzpatrick ▶	Plantation, FL ▶	Finished
Scott Littleton ▶	Mickleton, NJ ▶	Finished
Steve Schneider ▶	Indianapolis, IN ▶	Finished

R.C. PRO-AM

Jerry Flach ▶	Lutz, FL ▶	999,928

RAMPAGE

Mitch Calhoun ▶	Lansing, NC ▶	40,077,920

RENEGADE

Michael Flores ▶	Uvalde, TX ▶	999,750
Todd Haynes ▶	Langley, BC ▶	999,313
Andrzey Grzanka ▶	Hamtramck, MI ▶	998,700
Laurence Arrington ▶	Villanova, PA ▶	990,663

ROBOWARRIOR

Helmut Habenschuss ▶	Bechtelsville, PA ▶	4,086,700

SEICROSS

Jason Arts ▶	Wisconson Rapids, WI ▶	9,999,900
Mike Conley ▶	North Brunswick, NJ ▶	9,997,900
Andrew Holmes ▶	East Bridgewater, MA ▶	9,999,900
Mark Walersiak ▶	Forestville, CT ▶	9,999,900
Ryan Waugh ▶	Fairfield, IA ▶	9,999,900

SUPER MARIO BROS.

Roberto Beaupré ▶	Rimouski, PQ ▶	9,999,950
Randy Carlstrom ▶	Nashua, NH ▶	9,999,950
Francis Lightner ▶	Encinitas, CA ▶	9,999,950
David Loder ▶	Niles, MI ▶	9,999,950
Kelly Maher ▶	Victoria, BC ▶	9,999,950
Mark McNeil ▶	Hamilton, ON ▶	9,999,950
Stefan Montgomery ▶	Inman, SC ▶	9,999,950
Eric Nelson ▶	Pebble Beach, CA ▶	9,999,950
Rodger Preble ▶	South St. Paul, MN ▶	9,999,950
Barbara Renteria ▶	Concord, CA ▶	9,999,950
Scot Richard ▶	Danville, PA ▶	9,999,950
Matthew Tait ▶	Chatsworth, CA ▶	9,999,950
Jim Vereide ▶	Champlin, MN ▶	9,999,950

STAR FORCE

Chad Harrigan ▶	Arlington, TX ▶	6,970,600

STRIDER

Ruben Bayon ▶	Duarte, CA ▶	Finished
Andy Cashir ▶	Coleman, MI ▶	Finished
Danny Copos ▶	Santa Barbara, CA ▶	Finished
Dennis Crawley ▶	Medway, MA ▶	Finished
Melvin Davila ▶	Tampa, FL ▶	Finished
Jason Fourier ▶	New York, NY ▶	Finished
Johnnie Grant ▶	Gaithersburg, MD ▶	Finished
David & Brian Herr ▶	Sylvania, OH ▶	Finished
John Kingree ▶	Edinburg, VA ▶	Finished
Paul Majnitz ▶	Ogden, UT ▶	Finished
Brian Mattoscio ▶	Toughkenamon, PA ▶	Finished
Robert Wei ▶	Pasadena, CA ▶	Finished
Marcus Zalewski ▶	San Carlos, CA ▶	Finished

TEENAGE MUTANT NINJA TURTLES

David Parsons ▶	Rochester, PA ▶	9,999,800

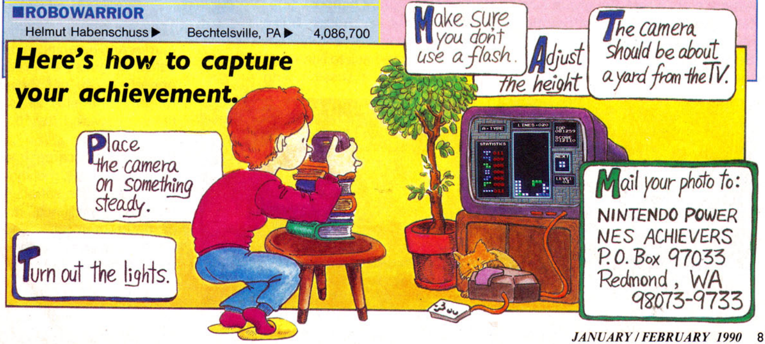
TOP GUN

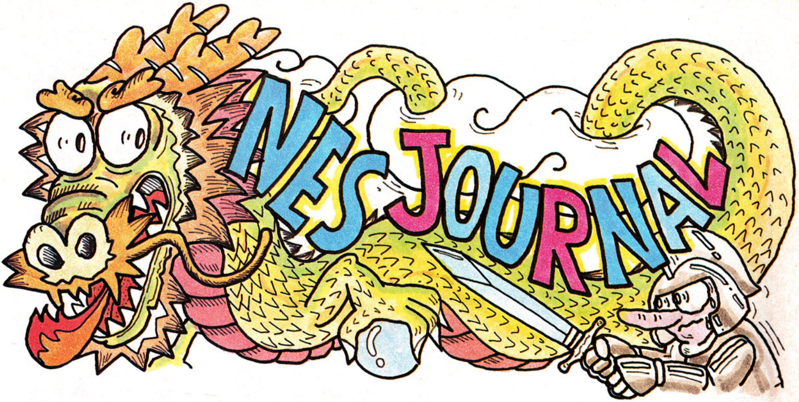
Peter Nemeth ▶	Hebron, IN ▶	5,045,300

ZANAC

Scott Boyer ▶	Duncannon, PA ▶	99,999,990
Chris Garnett ▶	Puyallup, WA ▶	99,999,990
Ed Kim & Arek Nizamian ▶	Rancho Palos Verdes, CA ▶	99,999,990

Here's how to capture your achievement.





PLAYER'S POLL WINNERS WHOOP IT UP!

Nintendo
OF AMERICA INC.

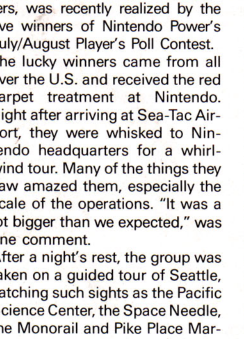
The Winners: Tyler Maciolek (Somersworth, NH), Vinnie Santoro (West Hartford, CT), Kevin Tribelhorn (Moorpark, CA), Bill Girard (South Milwaukee, WI) and Billy Ferry (Little Rock, AR).

The dream of many Nintendo players, a tour of Nintendo headquarters, was recently realized by the five winners of Nintendo Power's July/August Player's Poll Contest. The lucky winners came from all over the U.S. and received the red carpet treatment at Nintendo. Right after arriving at Sea-Tac Airport, they were whisked to Nintendo headquarters for a whirlwind tour. Many of the things they saw amazed them, especially the scale of the operations. "It was a lot bigger than we expected," was one comment.

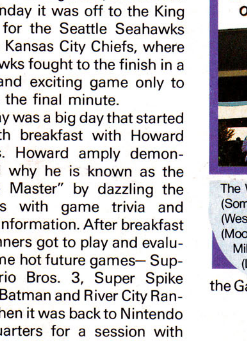
After a night's rest, the group was taken on a guided tour of Seattle, catching such sights as the Pacific Science Center, the Space Needle, the Monorail and Pike Place Market. All the walking around left the guys (and their guides) exhausted! On Sunday it was off to the King Dome for the Seattle Seahawks vs. the Kansas City Chiefs, where the Hawks fought to the finish in a close and exciting game only to lose in the final minute.

Monday was a big day that started off with breakfast with Howard Phillips. Howard amply demonstrated why he is known as the "Game Master" by dazzling the winners with game trivia and inside information. After breakfast the winners got to play and evaluate some hot future games— Super Mario Bros. 3, Super Spike V'Ball, Batman and River City Ransom. Then it was back to Nintendo headquarters for a session with the Game Play Counselors, playing games and listening in on calls. It was a great opportunity to get those tough game play questions answered by the pros in person.

When it finally came time to say good-bye, the winners were quite satisfied with the experience, full of good memories and lots of stories to tell their friends back at home.



Meeting with Howard.



Richard Furman takes a call as winner Bill Girard listens in.

SUPER DODGE BALL WORLD CUP FINALS!

A big Nintendo related event recently held in the Emerald City was the Super Dodge Ball World Cup Finals. This contest started back in July in Lakewood, CA and continued for several months, with hundreds of kids getting involved in each of the seven regional semifinals. Jeff Ragusa, Paul Prendeville, Chris Rouse, Daniel Marcus, Joe Bodrogi, Sean Snyder and Nelson Tam were the regional finalists. These guys are real pros at Super Dodge Ball; each had to beat out several hundred other players to win. In the regional contests, competitors had to play Super Dodge Ball for 10 minutes and defeat as many of the computer teams as they could. The eleven players who defeated the most teams then played in "versus" mode to determine the winner of the region.

On October 28, the seven regional dodge ball champs met in Seattle for the World Cup finals which were held at Southcenter Mall. The excitement of the finals was contagious; many mall-goers stopped by to take a look. After a fierce head-to-head tournament in versus mode between the finalists, Nelson Tam emerged victorious.

Front row: Chris, Sean, Paul, and Jeff. Back Row Lary Castro; Joe, Nelson, Daniel, and Ken Bronstad

Arriving at Nintendo headquarters with Howard Phillips.

After the big competition, all the finalists were treated to a tour of Nintendo headquarters and got a chance to meet Howard Phillips and the president of Nintendo of America Inc., Mr. Arakawa. The big day was topped off by an awards ceremony at Cafe Mario where everyone received a customized Super Dodge Ball jacket, a nifty award plaque and audio equipment as prizes. Congratulations!

SHORT TAKES

CAPTAIN NINTENDO WANTS YOU! (TO GIVE HIM A CALL...)

Have you called the Captain Nintendo tip recording lately? If not, you may be interested to know that he has a new adventure story format.

The Captain is now available exclusively on his own "900" line: 1-900-420-6100. A two minute call to Captain Nintendo costs only $1.50. In each message, which is changed weekly, you'll hear the latest tips on some of the hottest games available and also get information on what games are going to be on store shelves soon at NES retailers. This is a great deal considering that the cost is the same no matter where you call from, and for some people may be even cheaper than calling the Game Play Counselors. If you haven't called the Captain recently, you just don't know what you're missing! Here's a schedule of what games Captain Nintendo will give tips on in coming weeks:

Week of January 21st: Duck Tales/Week of January 28th: Dragon Warrior/Week of February 4th: Willow/Week of February 11th: IronSword

If you don't pay your phone bill but want to call Captain Nintendo, set up an I.O.U. system with the person who pays the bill. You could also pay them in advance.

CLEANING KIT

To put the value of the Cleaning Kit in perspective, we spoke with the technicians at Nintendo headquarters. They told us that most of the units in for repair don't have anything technically wrong with them. These systems only need cleaning and could have been "fixed" quickly and safely by the consumer at home using the Cleaning Kit, saving the owners' time and money.

The NES Cleaning Kit is available at World of Nintendo outlets or directly from Nintendo for $9.95. Keeping the NES clean is the best way to insure it stays in working order.

IN YOUR FUTURE--- LOCAL NES REPAIR SERVICE

Currently, if you have a problem with your NES (even after using the NES Cleaning Kit on it) the only way to get it repaired is to send it to Nintendo headquarters in Redmond, WA. Although there are authorized repair centers in Los Angeles and San Francisco, Nintendo is planning on making authorized local repair centers available in most areas; we'll let you know more as soon as details are finalized.

For more information on any of the news items in "Short Takes" call Nintendo Consumer Service at 1-800-255-3700.

Nintendo World Championships 1990™

The Nintendo World Championships (NWC) we reported on last issue have been generating quite a bit of excitement, and many fans have been clamoring for more information. Now that some of the details on the NWC are more solid, we can pass them on to you.

The most impressive aspect of the NWC will be the sheer scale of the activities. Everything will be laid out in a high-tech style and the event will surround show-goers with exhibits and banks of video monitors. Among the main sections of the NWC are The Power Walk, The NWC Exhibition-Game Tip Stage and The NWC Competition Area. Each is a giant spectacle in itself.

The Power Walk consists of individual booths where each licensee company that will showcase top rated games for the NES. Interest in The Power Walk will be strong because it will give those in attendance the opportunity to see and play some future games.

Nintendo gaming experts will have a chance to show-off their cutting edge skills at The NWC Exhibition-Game Tip Stage. As a specially chosen section of a top game is displayed on a giant screen, the pros will highlight specific game play points through a huge sound system. After the presentation, the pros will answer specific questions on the games from the audience.

Perhaps the most anticipated part of the NWC will be the Competition Area. Over 100 Game Stations will allow thousands of players to compete in each city over the three days of the event. To make the tournament fair for everyone, there will be three age categories: under 10, 11-17 and over 18. The Competition Area layout will let onlookers view the contests close-up without hindering the players. In addition, a "throne game station area" will be set up so top players can ascend above the crowds to exhibit their video game mastery on big screen projection systems.

These three parts are only a portion of what's in store at the NWC. Certain details may change slightly between now and the actual event. If you would like additional information on the NWC, a "900" line has been set up to give up-to-date details. The number for the information line is 1-900-HOT-4NWC, and each call costs 50 cents per minute.

The NWC will be held in over 30 major U.S. citites including the following:

Date	Location	City
3/9-3/11	Fairpark Convention Center	Dallas, TX
3/16-3/18	Public Hall Convention Center	Cleveland, OH
3/23-3/25	D. Lawrence Convention Center	Pittsburgh, PA
3/30-4/1	Silverdome	Detroit, MI
4/6-4/8	Convention Center Complex	Philadelphia, PA
4/13-4/15	Convention Center	Indianapolis, IN
4/20-4/22	World Trade Convention Center	Boston, MA

Be the first to reserve your tickets now!

As soon as we know more details, we'll publish them in Nintendo Power, or if you can't wait, call the NWC hotline Ph #1-900-HOT-4NWC (1-900-468-4692)

Celebrity Profiles

Stephen Furst

Actor Stephen Furst and Super Mario Bros. form the NES "dream team."

Have faith if you too flounder at some of the tougher Nintendo games, because you're in good company with TV and film star Stephen Furst. Stephen's big screen debut came as the feeble freshman "Flounder" in the comedy classic Animal House and more recently he can be found playing a priest in the syndicated series Have Faith. Off-screen he has said many a prayer to improve his skills at Nintendo games.

While Stephen excels at Super Mario Bros., the former St. Elsewhere doctor has no remedy to help him beat his two sons' accomplishments at other Nintendo games. In fact, he confesses he is not "half as good" as Nathan, 11 and Griffith, 8, even though he practices as much as four hours a day!

Here's an inside tip about Stephen that very few of his fans know (but that Nintendo fans will love): He got his start in show business from the Two Guys in Italy. No, no, no, not Mario and Luigi . . . a pizza shop in Hollywood of that name! He was discovered for Animal House while delivering pizzas "that even Mario would be proud of."

Since his days of peddling pizza pies, Stephen has had many jobs to be proud of. This "Nintendo nut" starred with Michael Keaton as an escaped mental patient in The Dream Team. In 1990, he and Howie Mandel will also team up as co-stars in "a situation comedy with heart." The working title is Howie and Rose, and the show is set in a radio station.

When he is not exercising his acting abilities, or his thumbs on the NES, Stephen gets a rigorous workout by coaching Little League and soccer. Needless to say, Stephen gets an even bigger kick out of Simon and Link.

Stephen as Dr. Elliot Mintz in St. Elsewhere.

Celebrity Review

Double Dragon II

My kids and I really liked Double Drogon II a lot. The thing I liked most about the game is that two players can play at the same time. The new cyclone spin kick is another great feature. The graphics are a lot better than in the first Double Dragon.

The only thing I didn't like about the game was the fact that I wasn't as good at it as my kids were, and it was difficult to master at first. But once I got into it, Double Dragon II was very exciting.

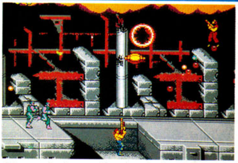
PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

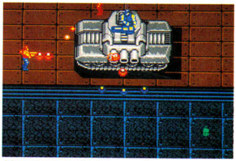
NINTENDO POWER

SUPER C

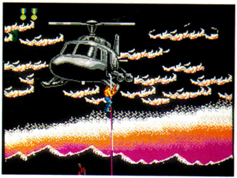
Contrary to speculation, there will be a NES sequel to everyone's favorite combat action game from Konami (hint: the one with the "contra"versial title). In Super C, Paul and Vince, super action commandos, return to fight a menacing invasion of blue skinned alien humanoids. Super C features great graphics and the two player simultaneous play control that made its predecessor so popular. Here's a sneak peek at what is certainly one of the longest awaited sequels for the NES.



More mindless alien hordes!

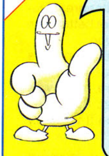


More tough alien bosses!



More of what you play a shoot-em-up game for!

GOSSIP

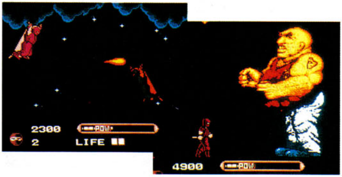


Programming work is progressing on LJN's Nightmare on Elm Street. In the latest version, you and up to three other friends will take on Freddy together using the NES Satellite. LJN also has some other movie adaptations in the works, including a video game version of Beetlejuice with two-player simultaneous capability.

Heavy Barrel, the arcade hit with Ikari Warriors type game play, will be out for the NES in February, courtesy of Data East. Another coming game from Data East that sounds interesting is Dash Galaxy in the Alien Asylum. We haven't seen much of it, but it's being programmed by the wizards at Beam in Australia.

Just Around The Corner

WRATH OF THE BLACK MANTA



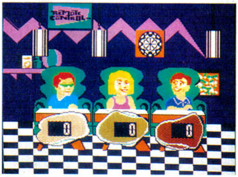
In Wrath of the Black Manta, a new action/adventure game from Taito, children are disappearing in New York City and the police are clueless. Black Manta, masked master of the martial arts, has the only lead; a note left behind by one of the kidnapped kids.

This game features HUGE boss characters in a Ninja Gaiden type of game. However, this Ninja has some new tricks in his bag that will help him to succeed. (He doesn't look as cool as Ryu, though.)

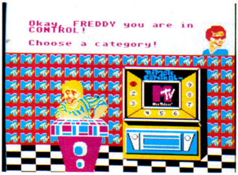
Just Around The Corner

REMOTE CONTROL

MTV's Remote Control combines television, music and trivia in a wild mix that's sure to please most power playing TV nuts. The game really captures the game show's wacky style with its silly questions and strange looking contestants. (It also has some of the same tasteless humor, so if you can't take a joke, you might want to turn the channel). Remote Control has a large variety of questions to keep even the most advanced couch potato occupied for a long time. (The host's jokes can be repetitive though.)

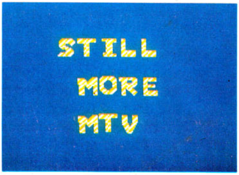


Jeopardy rejects.

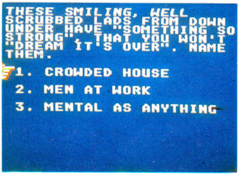


Okay, FREDDY you are in CONTROL!

Choose a category!



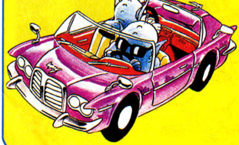
STILL MORE MTV



THESE SMILING, WELL SCRUBBED LADS FROM DOWN UNDER HAVE "SOMETHING SO STRONG", THAT YOU WON'T "DREAM IT'S OVER". NAME THEM.

1. CROWDED HOUSE
2. MEN AT WORK
3. MENTAL AS ANYTHING

GOSSIP



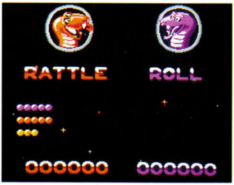
Acclaim has plans to produce a NES game based on the coming science fiction thriller Total Recall. Starring Arnold Schwartzenegger and directed by Paul Verhoven (who also directed RoboCop), it should be a hit in theatres this summer. Acclaim is hoping to release the game close to the same time that the movie comes out. Also in the future from Acclaim is a NES translation of the arcade smash NARC. They're attempting to make this one follow the arcade game as closely as possible.

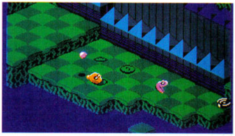
NARC SAY NO TO DRUGS!

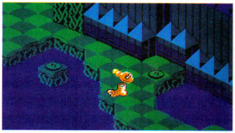
Hot News

SNAKE, RATTLE 'N' ROLL

This unique new game from Nintendo really defies description. Rattle and Roll are two snakes who slither through their surrealistic checkerboard world collecting items to grow longer while avoiding their strange foes. Two player simultaneous capability adds another dimension to the fun. This game is sure to appeal to fans of games like Q*bert and The Adventures of Lolo, that feature unusual characters, bizarre foes and puzzling settings. Snake Rattle 'N' Roll also has neat graphics and fun play control courtesy of the programmers at Rare.



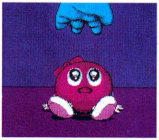


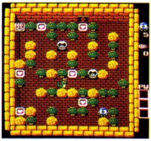


Just Around The Corner

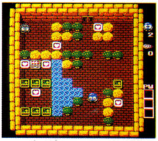
THE ADVENTURES OF LOLO 2

It looks like Lolo wasn't able to hold on to Lala for long after rescuing her in the original Adventures of Lolo. This time Lolo's foe has taken Lala to his tower which has ten levels of dastardly tests of logic for Lolo to go through. Look for the return of old foes Don Medusa, Snakey, Rocky and the rest in challenging all new puzzles.





Grab all the Heart Framers to open the Jewel Box.

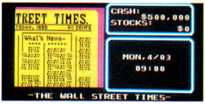


Although it pays to think about a puzzle, if you take too long, Lolo will fall asleep.

Just Around The Corner

WALL STREET KID

If you ever wanted to invest in the stock market but didn't have the money (or guts) to do so, look for Wall Street Kid from Sofel. You start out with $500,000 with the goal of buying a million dollar mansion in one month and proving yourself worthy of inheriting the family fortune of billions.



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TREET TIMES.
TODAY, 1990        50 CENTS
What's News-
CASH:
        $500,000
STOCKS:
              $0
MON,4/03
09:00
-THE WALL STREET TIMES-
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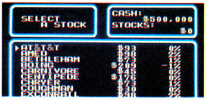
There are many sources of financial information to help you decide what to buy.



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SELECT          CASH:
  A STOCK               $500,000
                STOCKS:
                              $0
▶AT&T&T          $93     0%
 AMED            $98     2%
 BETHLEHAM       $73     1%
 BOING          $209    -1%
 CARNIVORE       $45     0%
 CENTIPEDE      $176     0%
 CHRYER          $73     1%
 COUGHMAN        $30     0%
```

Select from a wide variety of stocks.

Absolute's next entry into the NES market is scheduled to be a snowboarding game called Heavy Shreddin'. It should keep all you snowboarding power players cool through the summer. Here's a totally frigid screen shot.

Heavy
SHREDDIN'
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GOSSIP

GOSSIP GALORE

We now present some of the hottest gossip our gremlins have collected in the last couple months. Remember that the purpose of our gossip section is to give you an advance look at some of the games that are rumored to be in development. We don't have any release dates on these games because some of them are only in the concept stage, but we'll let you know more as soon as we can.

MAD MAX

If ever a motion picture series lent itself to video game translation, the Mad Max/ Road Warrior/ Beyond Thunderdome series is it. Mindscape is working on a NES game which follows the story line of the film trilogy, and it should contain lots of shooting, exploring and of course, driving. In addition to the NES version of Road Blasters mentioned last issue, Mindscape is also doing Miner 2409er, another arcade classic with game play similar to their Indiana Jones and the Temple of Doom game.

ADVANCED DUNGEONS & DRAGONS

FCI, who brought such great role playing games as Ultima and Hydlide to the NES look like they will continue the tradition with a NES version of Advanced Dungeons & Dragons. Their programmers are working closely with SSI (who made the P.C. version of AD&D) to make the NES game closely follow the actual role playing game. This game is still a ways off, but it sounds very promising.

SNAKE'S REVENGE AND MISSION IMPOSSIBLE

In Snake's Revenge (the sequel to Metal Gear), Solid Snake returns to destroy the Metal Gear once and for all, this time with the help of a few of his tough commando buddies. Speaking of secret agent type missions, Ultra also has an espionage game of high intrigue titled Mission Impossible in the works. Our Gossip Gremlins have accepted the mission of retrieving more information on this game as soon as they can.

ROCKET RANGER

Kemco-Seika has had some hits with their NES adaptations of hot P.C. games like Shadowgate and Rescue: The Embassy Mission. And the hits keep coming with a NES version of the critically acclaimed P.C. game Rocket Ranger. Although the story will be slightly changed in the NES version, the game will contain the same pulp flavor and world saving mission.

NES PLAY ACTION FOOTBALL

It looks like we had a "false start" in our coverage of Nintendo's NES Play Action Football. This expansion to the NES sports library won't be out until the 1990 football season due to programming delays.

PAK WATCH

NES PLANNER

JANUARY

- A Boy and His Blob
- Archon
- Battle of Olympus
- The Chessmaster
- Double Dragon II
- Eight Eyes
- Evert and Lendl's Top Player's Tennis
- Genghis Kahn
- Magic of Scheherezade
- Pinbot
- Puss 'N Boots
- Rescue: The Embassy Mission
- Road Blaster
- Rock 'N Ball
- Short Order/Eggsplode!
- Twin Cobra

FEBRUARY

- Bases Loaded II—The Second Season
- Batman
- Win, Lose or Draw

MARCH

- Abadox
- Adventures of Lolo 2
- Al Unser Jr. Turbo Racing
- Astyanax
- Baseball Simulator 1.000
- Code Name: Viper
- Conflict
- Dash Galaxy in the Alien Asylum
- Destination Earth Star
- Dinowarz
- Double Dare
- Fisher Price: I Can Remember
- Fisher Price: School Bus Driver
- Ghostbusters II
- Kid Kool
- Magic Johnson's Fast Break
- Phantom Fighter
- Remote Control
- Snake's Revenge
- Snoopy
- Super C
- Super Mario Bros. 3
- Super Spike V'Ball
- Target: Renegade
- Terra Cresta
- Vegas Dream
- Wheel of Fortune: Family Edition
- World Championship Wrestling
- Wrath of the Black Manta
- Xexyz

FUTURE

- Advanced Dungeons & Dragons
- Beetlejuice
- Burai Fighter
- Heavy Shreddin'
- Jack Nicklaus' Golf
- Kings of the Beach
- Mad Max
- Mission Impossible
- NARC
- NES Play Action Football
- Nightmare on Elm Street
- Rocket Ranger
- Silent Service
- Snake, Rattle 'N' Roll
- Top Gun: The Second Mission
- Total Recall
- Wall Street Kid

NINTENDO POWER™ Back Issues Available Now!

Nine classics packed full of in-depth game reviews, tips and tricks.
To get your back issues, fill out the order form on page 2.

July/Aug Issue '88

Issue highlights include reviews on Super Mario Bros. 2, Zelda II-The Adventure of Link, Double Dragon, Contra, Wheel of Fortune, Jeopardy, plus foldout map of Zelda's second quest.

Sep/Oct Issue '88

Review highlights include Castevania II-Simon's Quest, Bionic Commando, Super Mario Bros. 2, Life Force, Renegade, R.C. Pro-Am, Golgo 13, Blaster Master, plus foldout map of Simon's Quest.

Nov/Dec Issue '88

Review highlights include Track & Field II, Blaster Master, Anticipation, Blades of Steel, Cobra Command, Racket Attack, Mickey Mousecapade, plus foldout Blaster Master poster.

Jan/Feb Issue '89

Review highlights include Zelda II-The Adventure of Link, Skate or Die, Wrestlemania, Sesame Street 1-2-3, Marble Madness, Operation Wolf, Metal Gear, plus Skate or Die foldout poster.

Mar/Apr Issue '89

Review highlights include Ninja Gaiden, Teenage Mutant Ninja Turtles, Hudson's Adventure Island, Strider, Cobra Triangle, Bayou Billy, plus Strider poster and The Complete NES Game Directory.

May/June Issue '89

Review highlights include Teenage Mutant Ninja Turtles, Ninja Gaiden, Bayou Billy, Cobra Triangle, Life Force, Mega Man II, Dragon Warrior, plus foldout Mega Man II poster and Life Force maps.

July/Aug Issue '89

Review highlights include Mega Man II, Dragon Warrior, Faxanadu, Strider, RoboCop, Duck Tales, IronSword plus Super mario Bros. 2 Bonus Tip Book (Part 1).

Sep/Oct Issue '89

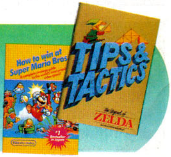
Review highlights include Duck Tales, Game Boy, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit, Willow, River City Ransom, and Super Mario Bros. 2 Tip Book (Part 2).

Nov/Dec Issue '89

Review highlights include Tetris, RoboCop, Willow, IronSword, Super Off Road, Shadowgate, A Boy and His Blob, 720, Guardian legend, plus Dragon Warrior Strategy Guide.

BOOKS TIPS FROM THE PROS

These are HOT!: The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to Win At Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for $4.95 each, just fill out the order form in the front of the magazine.



NEXT ISSUE

NINTENDO POWER™

HERE'S WHAT TO LOOK FORWARD TO IN THE MARCH/APRIL ISSUE OF NINTENDO POWER!

SUPER MARIO BROS. 3

Super Mario Bros. 3 is a huge game; it has about sixteen times the memory of the original Super Mario Bros! So, it's only natural that it contains many more secrets items and places to find. In this giant review we'll reveal some of these concealed mysteries.

DELUXE GAME PAK DIRECTORY

This invaluable supplement will be THE reference guide on NES games for some time to come. It contains over 300 entries on every game released for the NES so far, complete with Power Meter ratings and a quick tip for each one! You'll really want to hang on to this one.

NESTER AWARDS

Start thinking now about what your favorite games were in 1989—it's time again for the Nester Awards! Be sure to send in your votes!

A BOY AND HIS BLOB

Having trouble in Blobolonia? Our review of this imaginative new game should solve some of your blob problems.

Plus: More Features, Previews, Counselor's Corner, Classified Information, Video Shorts, Pak Watch, Mail Box, Video Spotlight, Top 30, NES Journal, Howard and Nester, . . . did we miss anything?

TO OUR READERS:

Hello again! I hope everyone had a great holiday season! No sooner does this year start than I'm off to the Consumer Electronics Show in Las Vegas to preview all the new games and products everyone has in store. From what I've heard of and seen so far, I can tell you that 1990 should be a great year for the NES.

Another cause for excitement this year will be the Nintendo World Championships. This giant tour is going to hit some 30 major U.S. cities. I hope I'll be able to make a few of the dates to meet some of you in person!

As most of you know, the Fun Club was replaced by Nintendo Power, which left me without a title. Instead of keeping track of the Fun Club, I've been making a lot more personal appearances to talk about games, and I've been evaluating more games than ever. Because of these new duties, I was recently given the new title "Game Master." What do you think?

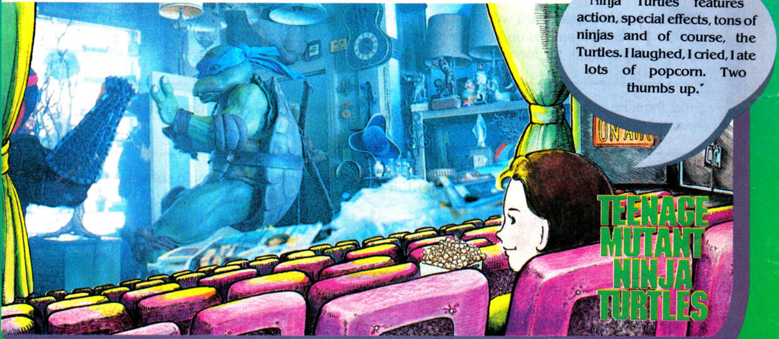
See you next issue,

PLAYER'S PO

Grand Prize

An exclusive showing of the new Teenage Mutant Ninja Turtles movie!

Nintendo Power gives you a chance to win an advance look at what's sure to be one of the hottest films this Spring. You and up to 25 guests will be treated to a private sneak preview presentation of the new live action Teenage Mutant Ninja Turtles movie courtesy of New Line Cinema. It's your big opportunity to be a "Power Film Critic!"


"Teenage Mutant Ninja Turtles features action, special effects, tons of ninjas and of course, the Turtles. I laughed, I cried, I ate lots of popcorn. Two thumbs up."
ON AIR
TEENAGE MUTANT NINJA TURTLES

RoboCop II Player's Poll Contest Winners

Grand Prize

John Esposito Burbank CA

2nd Prize

Steve Smith Hillsboro TX

3rd Prize

Wendell Alvero	Washington	DC
Rick Carfagna	Westerville	OH
Eric Coker	Norcross	GA
Tommy DeDeo	Union	NJ
Anthony Eck	Sportswood	NJ
David Johnson	San Francisco	CA
John McPhaul	Spartanburg	SC
Andy Nelson	Redmond	WA
Ross Rogers	Greenwood	SC
Al Woods	Laredo	TX

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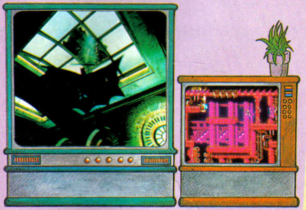
LL CONTEST

15 Second Prizes

Many smash NES games are based on blockbuster motion pictures. Second place winners will receive both a NES Game Pak and the film it was based on in VHS format. Specific Game Pak and Movie will be awarded by random drawing.



Batman
Friday the 13th
Ghostbusters
Godzilla
Karate Kid
Nightmare on Elm Street
Platoon
Predator
Rambo
RoboCop
Superman
The Three Stooges
Top Gun
Who Framed Roger Rabbit
Willow

50 Third Place Winners

The Fabulous Nintendo Power Jersey!

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NINTENDO POWER

CONTEST RULES (NO PURCHASE NECESSARY)

To enter, fill out the Player's Poll card in the magazine, or print your name and address on a plain 3x5 piece of paper and mail to:

Nintendo Power
Player's Poll Contest
P.O. Box 97062
Redmond,
WA 98073-9762

One entry per person please. Contest valid in the United States only. All entries must be postmarked no later than February 15, 1990. No responsibility is assumed for lost, stolen or misdirected mail.

Winners will be selected by random drawing from among all eligible entries received, on or about February 28, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Odds of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after March 15, 1990 by sending a self addressed stamped envelope to the address listed above.

Grand Prize: Nintendo will arrange a sneak preview of the new Teenage Mutant Ninja Turtles film for the winner and up to 25 guests. This preview will be shown at a theatre in or near the winner's home town. The preview showing will be awarded within 45 days of the random drawing.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

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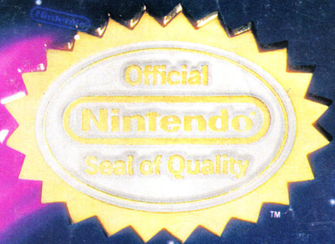

SUPER POWER

Look for this seal of quality on Nintendo Game Paks and accessories. It's your guarantee that you'll get the most for your video game dollar. If it's not there, it's not approved by the super power — Nintendo.